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CREATURE CATALOG: 12 KILLER D&D MONSTERS

DUNGEON PHANTOM · GIANT SLUG · CAVE FISHER · ROT GIANT · MORE!

Dragon®

ISSUE 355 · MAY 2007

SEVEN SAINTLY DOMAINS

MUSIC IN D&D

ECOLOGY OF THE DEVOURER

DarcKnyght

Dragon

VOL. XXXI NUMBER 12

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Dragon® (USPS 318-790) is published monthly by Paizo Publishing, LLC, 2700 Richards Road, Suite 201 Bellevue, WA 98005-4200, United States of America. (ISSN# 1062-2101) Periodicals Postage Paid at Bellevue, WA, and at additional mailing offices.

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BACK ISSUES: paizo.com/dragon or call (425) 289-0060.

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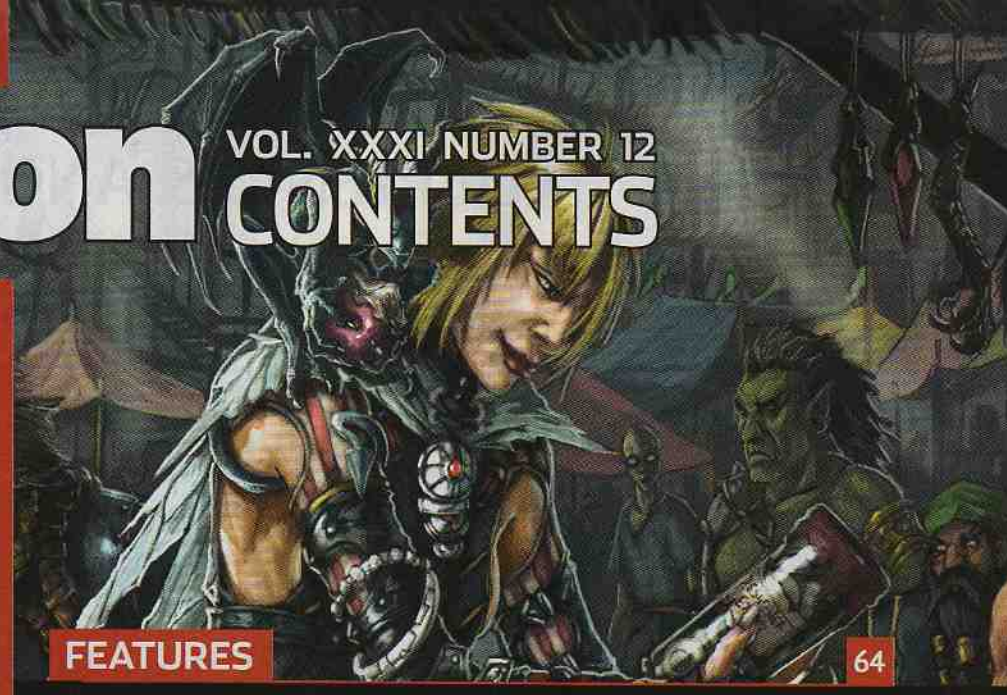

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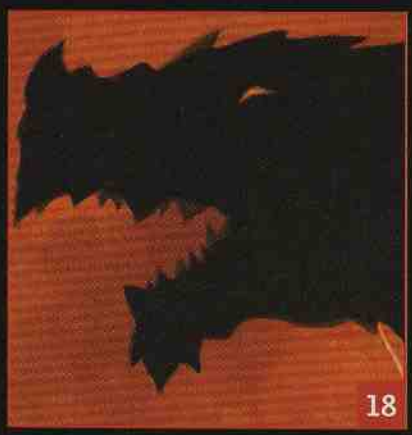

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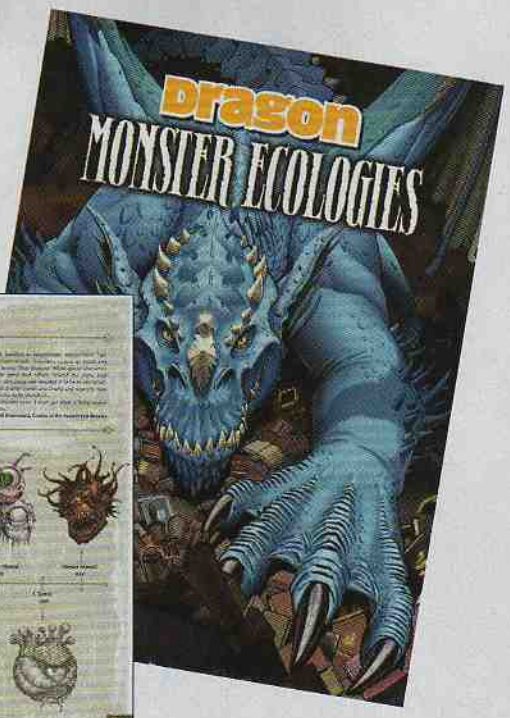

In the course of the past several weeks it seems like I've spent as many hours as not thoroughly mired in monsters. The reason and result: for the first time since 2000's *Dragon Annual #5* there's currently a special issue of *Dragon* magazine on the shelves. As many of my days have been filled with all manner of brutes and beasties, I could go on at great length about *Dragon Presents: Monster Ecologies*, but—aside from mentioning the contributions of some of the best-known and most gracious authors and designers in gaming—I'll leave the product description to last month's First Watch.

Instead, I'd rather expand upon what ended up being one of the most interesting and insightful elements to come out of the ecology issue's production. When I asked the question "What's your favorite monster," I didn't expect the caliber of responses I received, but it turns out that when you pose this question to the most experienced and accomplished gamers in the world you get some truly fascinating answers. To mention but a few responses that went into *Monster Ecologies*, Rob Kuntz related the origins of the beholder, China Miéville explained what "trilateral symmetry" means to him, Margaret Weis offered her insight on the life of draconians, and you'll never guess which race topped R. A. Salvatore's list of favorites.

So, having interrogated gaming's celebrity circuit, I wanted to pass the question around the Paizo offices and give my fellow *Dragon* editors (and, yes, myself) a moment to gush about their favorite monsters.

"Although I really enjoy throwing a wide variety of monsters at my players, nothing scares them more and gives me more delight than a lich. There is just something about an undead spellcaster with "supra-genius" intelligence (to use second-edition terminology) that lets the players know that they are in for an incredibly difficult fight. And thanks to its phylactery, even if they do manage to kill the fiend, it always seems to come back for more, making it the perfect recurring villain. Once, I even had the phylactery mixed in with the PCs' treasure, leaving them baffled as to why the lich kept appearing everywhere they went. It did not take long until they started questioning every item they carried and destroying anything with even the faintest aura of necromancy."

—Jason Bulmahn, Managing Editor, *Dragon* Magazine

"I'm a fan of the classic monsters of D&D, especially those taken from real-world mythology. And nothing says 'classic' like the dragon. Of the ten core dragons, I love the ferocious beauty of the blue, the playful personality of the bronze, and the terrible majesty of the ever-iconic red."

—Mike McArtor, Associate Editor, *Dragon* Magazine

As for my own favorite, I'll say the beholder, although I could just as easily go with the mind flayer, sahuagin, rust monster, githyanki, drow, or any of dozens of others. I'm not trying to cheat and say all of these monsters are my favorites. Rather, I find myself drawn to the creatures that comprise D&D's unique mythology. The creatures that aren't drawn whole cloth from ancient legends or far-flung myths, or if they were (like the drow), have been so radically changed and elaborated upon as to make them completely unique offshoots from their folkloric roots. It's these inspirational creatures that make the jump from mere stat blocks and descriptive text to villains and menaces that authors, designers, and DMs want to tell stories about. And really, it's the stories that make any monster cool.

Wes

F. Wesley Schneider
Associate Editor
wes@paizo.com

SCALE MAIL

Tell us what you think of this issue. Send an email to **scalemail@paizo.com**. Please include your name, city, and state.

Send More Modrons!

Regarding "The Return of the Modrons," in Dragon #354: this is wonderful! Although I really would like to run a campaign with modrons, the problem is I need the other half of the modron stats, too. Is there any chance that sometime in the near future the other modrons will be detailed? Could you guys really consider doing a Dragon #354 web enhancement like you did with the Hordelands? Please, please, please! I can't run a modron campaign without them. Only because, you know, the players will eventually get higher level and be involved with the more powerful modrons.

If there's no chance for the other half of the modrons, what can I do to acquire them? Should I continue to wait until you guys do their stats or should I be horribly depressed? Many people love modrons and would really like to have the complete list. Thank you.

Luis Oyola

Glad you liked the article, Luis. As you can see, just the initial information and the five base modrons took up fourteen pages, and with the nine high-level hierarch modrons—getting longer and longer stat blocks each—doing all fourteen castes of modrons proved far too expansive an undertaking for just one issue of the magazine. That's not to say you'll never see the rest, though. The Dungeon adventure, "Diplomacy," in issue #144, featured a tertian modron, and back in Dragon #341 we presented the modron's former leader, Primus, as a vestige.

If you absolutely need all the modrons now, though, back in 2001 with the release of the Manual of the Planes *there was a web enhancement detailing the entire mechanical race. While the modrons have seen some changes since then and their stats are slightly out of date, the base material is there. You can find the* Manual of the Planes *web enhancement on the Wizards of the Coast website at* ***wizards.com/default.asp?x=dnd/we/20010921a.***

Demon Spawn

Greetings! First off, WOW what an issue! This is definitely one of the most solid issues of Dragon ever produced! Keep up the good work! I do have one question, however, that stems from your "Malcanthet, Queen of the Succubi" article. In it, you refer to two specific half-fiends, the cambion and the alu-fiend. I vaguely remember those two from previous editions of D&D. Are there any specific stats for these two half-fiends anywhere? If so could you please point me in the right direction and if not, could you kind folks at Dragon give us desiring gamers the stats we seek?

Thank you again for such a great issue! Keep up the good work!

Scott Robbins
Statesville, NC

In third edition, stats for both of these monsters are best modeled by simply applying the half-fiend template to a human and then giving them whatever class levels you want them to have.

I was tempted to put in an altered set of abilities for alu-demons and cambions (similar to how we're handling lemorian half-fiends in the Savage Tide Adventure Path over in Dungeon), but in the end there just wasn't enough room in the article. Fortunately, the new adventure Expedition to the Demonweb Pits *features cambions, and there's certainly room here for alu-demons! So what follows are my "quick and dirty" rules for creating alu-demons (drawing upon their first-edition incarnations) by altering the half-fiend template slightly. —James Jacobs*

ALU-DEMON

When a succubus gives birth to a child sired by a human, the resulting offspring is an alu-demon.

Armor: Natural armor improves by +4 instead of by +1.

Full Attack: An alu-demon gains no claw or bite attack. She does gain a special touch attack usable once per round as a standard action. If she hits, she deals 1d6 points of negative energy damage plus additional damage equal to her Charisma bonus. She gains half of any damage dealt in this manner back as healing.

Special Attacks: Alu-demons cannot smite good.

Spell-Like Abilities: Replace *darkness* 3/day with *charm person* 3/day.

GALE FORCE NINE CONTEST

DRAGON TALK

Take D&D's magic system from your imagination to your game table! *Wall of fire, wall of ice, obscuring mist,* and *cloudkill*—Gale Force Nine's line of 3D plastic gaming aids make perfect markers for some of the flashiest spells in D&D. To introduce their new line of wall markers, Gale Force Nine (**gf9.com**) is giving away a slew of gaming aids perfect for D&D, Mechwarrior, Heroclix, or whatever roleplaying or miniatures game you play!

All you have to do for a chance to get yours is send an e-mail to **contest@paizo.com** with your address and the subject line "GF9 Contest" by May 31st. We'll choose and announce one winner in August's issue, #358, and send off a box filled to the brim with markers for smoke, fire, ice, poison clouds, force fields, mystic energy, walls of fire, walls of ice, walls of smoke, and more! Try your luck today and you might be casting like a sorcerer tomorrow!

Replace *desecrate* with *detect thoughts* 3/day. Replace *unholy blight* with *suggestion* 3/day. Replace *poison* with *polymorph* 3/day (humanoid form only). Replace *contagion* with *dimension door.*

Abilities: Str +2, Dex +4, Con +4, Int +2, Cha +6.

Love for the Lady

I loved the Core Beliefs section of issue 350, about The Stern Lady herself. I never much cared for Wee Jas but after reading this I wanted to use her and her minions in my next session, even though my campaign is set in the Forgotten Realms. This article gave me the idea that she might be able to transcend the worlds by using some of her stored up power.

I also want to congratulate whomever did the illustrations, as they were awesome. I hope you keep this section going for a while and I was kinda wondering if you guys could put in some FR deities as well? Love the magazine. Keep it up!

Rob G.
Mundelein, IL

OOPS!

Last month, we announced our fantastic *Monty Python's Spamalot* Grail Giveaway. Unfortunately, we printed the title incorrectly, our apologies for the mix-up. *Monty Python's Spamalot* Grail Giveaway ends April 30, 2007. For additional contest details, visit us online at **paizo.com/grailgiveaway**. For ticketing and tour information for *Spamalot*, visit them online at **montypythonsspamalot.com.**

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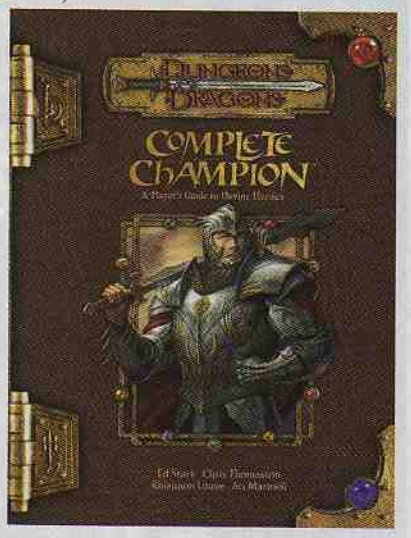
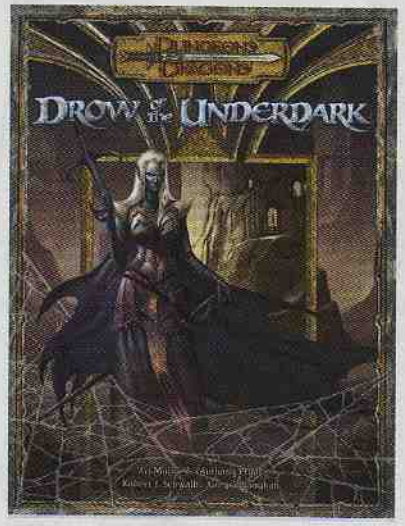
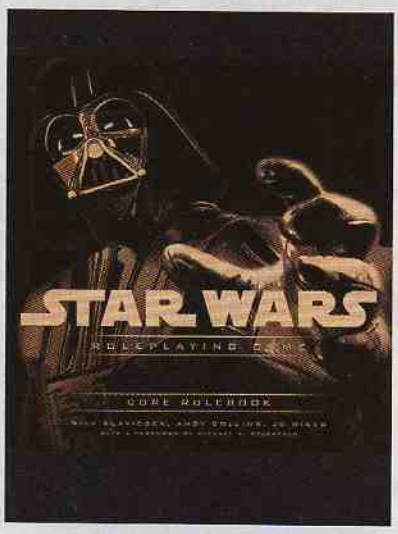


Open the pathway to the divine with *Complete Champion*. Authors Ed Stark, Chris Thomasson, Ari Marmell, and Rhiannon Louve go into detail regarding all the nonevil churches of the core D&D pantheon, covering their goals, interests, and actions. New rules for associations and organizations—as per the *Players Handbook II*—also make each of these world-spanning groups useful to characters of any class or level. For instance, Thomasson describes Pelor's new "secret service" as the "covert ops who seek out undead menaces on the sly." Also count on tons of new prestige classes, feats, spells, and all the tools you need to crusade against the forces of evil.



Like the *Draconomicon, Lords of Madness,* and *Fiendish Codices* before it, *Drow of the Underdark* covers the mindset and machinations of D&D's most popular villains: the drow. Aside from showcasing drow society in all its viciousness, authors Robert Schwalb, Anthony Pryor, Ari Marmell, and Greg Vaughan present dozens of new feats, spells, equipment, monsters, and prestige classes. DMs can also look forward to sample drow adventures including tactical encounters, magical locations, and details on Erelhei-Cinlu, from the original *Vault of the Drow* module (see DRAGON #298).



The new *STAR WARS Saga Edition* combines universe-building elements from *The Revenge of the Sith,* recent STAR WARS novels and games, and 2002's *STAR WARS Revised Edition* to create the definitive STAR WARS roleplaying game. Author Rodney Thompson says the tighter game mechanics "make character creation much more flexible, with more choices to tailor characters, and combat is more streamlined, more fast-paced." Along with co-authors Owen K.C. Stephens and Christopher Perkins, the new system promises to be easy enough for even padawans to use, but still full of the details and cinematic action jedi masters crave.

NEXT MONTH IN DRAGON #356

FERROUS DRAGONS
by Eric Jansing and Kevin Baase
Five all-new dragons, chromium, cobalt, iron, nickel, and tungsten take wing, spreading dread and awe with steely fangs and razored claws.

CORE BELIEFS: HEXTOR
by Sean K Reynolds
Take up arms in the host of Hextor, Champion of Evil, Herald of Hell, and God of Tyranny. Uncover the sinister details of his cruel faith and the dread warriors who war in his dark crusades.

THE CONFESSION
by Paul Kemp
A forsaken acolyte seeks answers in this tale of absolution, forgiveness, and demons.

TOP 10 DRAGONS IN D&D
Revisit 10 of the greatest menaces ever to terrorize D&D lore.

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The Ecology of the Linnorm, Volo's Guide, Dragonmarks, Savage Tidings, Class Acts, Comics—including Order of the Stick—and more!

reported by Shelly Baur, William Christensen, and Mike L. Fiegel

TRUE DUNGEON

Prepare yourself for the perils of *Race Beneath Greyhawk*, this year's True Dungeon (**truedungeon.com**) adventure at Gen Con Indy (**gencon.com**). Sponsored by Wizards of the Coast, this time around True Dungeon offers one module in two different formats, one being more combat-oriented and the other more puzzle-focused (both offered in either the traditional normal and hardcore modes). Players can look forward to larger dungeons and some varying environment types this year. "I'm really proud of the many improvements for this year," said *True Dungeon* coordinator/creator Jeff Martin. "Players will be better prepped, DMs will be better trained, the dungeon will be almost twice as large, our new tokens will look incredible, and we will have a few cool surprises. It will be our best event yet."

Of particular note, the folks at *True Dungeon* have improved this year's Treasure Tokens. Each heavy composite token is printed with a full-color illustration and feels like a gold piece. Available for preorder at their website, each pack contains 10 tokens (7 common, 2 uncommon, and 1 rare) and every 100th pack includes an "ultra rare" token. Of course, returning players can still use their *Treasure Tokens* from previous years.

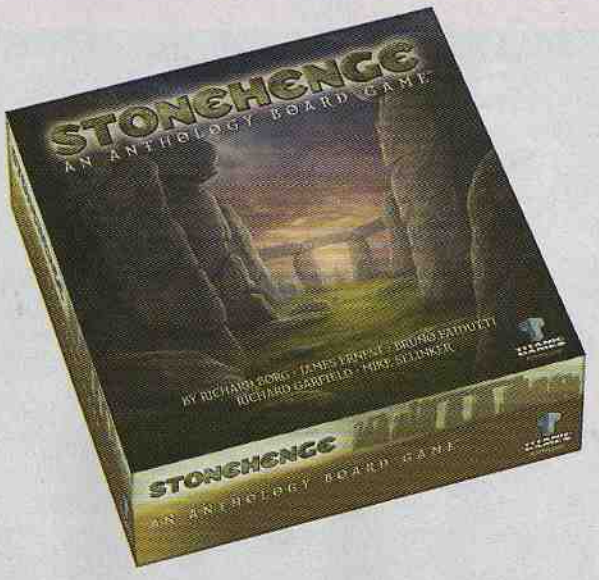
Tickets to *True Dungeon* sell for $34.50 apiece, and include a free bag of Treasure Tokens and one admission to the *True Dungeon* tavern. Tickets can be pre-ordered (recommended, as the event sells out quickly) at the Gen Con website beginning May 7th.

HEWN INTO THE LIVING ROCK

Stonehenge has kept its mysteries for millennia, but five renowned game designers have taken a crack at uncovering its secrets with Titanic Games's *Stonehenge*, the world's first Anthology Board Game (**titanic-games.com**).

Stonehenge includes a single board, 65 cards, and more than 100 game pieces that can be used to play five different games, including Richard Borg's Arthurian showdown, James Ernest's fire sale, Bruno Faidutti's druidic election, Richard Garfield's magical convocation, and Mike Selinker's alien chariot race.

"James (Ernest) mentioned an idea of his in which multiple game designers would agree on a set of pieces and make different board games that worked with those pieces," said Mike Selinker, Titanic Games Brand Manager. "The one thing everyone agreed on was that the game needed rocks."


STONEHENGE
AN ANTHOLOGY BOARD GAME
BY RICHARD BORG · JAMES ERNEST · BRUNO FAIDUTTI
RICHARD GARFIELD · MIKE SELINKER
STONEHENGE
AN ANTHOLOGY BOARD GAME

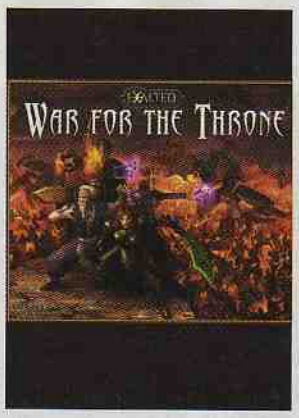
WALK THE PLANK

Following in the footsteps of *Torches & Pitchforks* comes Green Ronin's newest standalone card game, *Walk the Plank*. In this fast-paced, trick-based game a crew of mutinous pirates squabbles over who will be the next captain, all while avoiding their deceitful crewmates, a rapacious sea monster, and a fatal trip to the briny deep. With simple rules, yet the potential for a great deal of strategy, it'll take quick thinking and a little luck to avoid walking the plank. Find out more about *Walk the Plank* and what's new in the world of True20 gaming at **greenronin.com.**

FORCE OF NATURE

Gale Force Nine (**gf9.com**) has added three new markers to its growing line of game tools and accessories, allowing gamers to realistically represent spell effects and hazards on the battlefield without setting the table on fire. The 5-inch-long Walls of Fire, Smoke, and Ice were inspired by existing GF9 game accessories, including Fire, Force Field, Ice, and Mystic Energy markers for WizKids's *HeroClix*.

"If there is a product you would like to see from GF9, please send us an e-mail," said John Kovaleski, President of GF9, on the site's forums.



SEIZE THE THRONE

This month, White Wolf's *Exalted* RPG enters the world of board games. *Exalted: War of the Throne* is a strategy game set in an anime- and wuxia-inspired fantasy world (**white-wolf.com/exalted**).

The game includes a fold-out board with a map of the Blessed Isle, 50 Event and 25 Charm cards, dice, and five different "aspects" to play, each with unique powers.

"*War for the Throne* seeks to strike a balance between the colorful setting of an involved roleplaying game and the simplicity of a board game," said Ken Cliffe, the game's designer.

PLASTIC PERILS

Expanding its repertoire this June, Reaper Miniatures debuts Legendary Encounters, individually sold pre-painted plastic miniatures made for fantasy roleplaying. Available as singles or in packs of three related monsters, the first run of Legendary Encounters features a Cave Troll, Ogre Chieftain, the Minotaur of the Maze, and legions of orcs and skeletons. Check out more of these miniature menaces at **reapermini.com**.

Also, don't forget Reaper's annual miniatures and modeling convention, ReaperCon, happening in Denton, Texas this May.

THIS MONTH IN DUNGEON #146

SPAWN OF SEHAN

by B. Matthew Conklin III, Ashavan Doyon, et. al.

The Seeds of Sehan Campaign Arc continues with the heroes closing in on the source of a dangerous drug that turns its victims into monstrous mutants. A D&D adventure for 9th-level characters.

ESCAPE FROM MEENLOCK PRISON

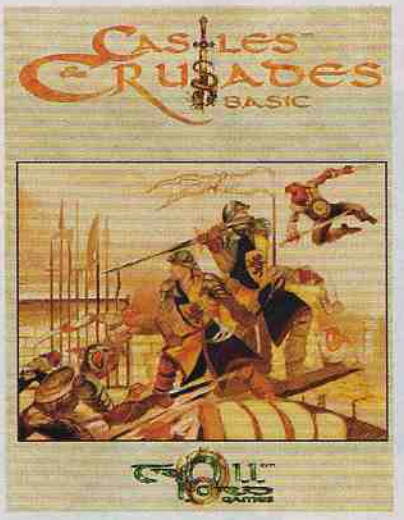
by Tim and Eileen Connors

A simple prisoner transfer gets complicated when the PCs arrive at a prison that's recently come under new management. A D&D adventure for 1st-level characters.

SERPENTS OF SCUTTLECOVE

by Richard Pett and James Jacobs

The *Sea Wyvern* sets sail for Scuttlecove, a city whose streets are more savage than the darkest jungle of the Isle of Dread. A Savage Tide Adventure Path scenario for 15th-level characters. Includes a backdrop of Scuttlecove and the murderous pirates, cannibalistic monks, and worse who make their home there.



A BOX FULL OF TROLL

Troll Lord Games (**trolllord.com**) is giving gamers a dose of nostalgia with the release of the *Castles & Crusades Basic Set*. This introductory box set version of the rules-light game is designed for novice gamers, and includes Player Character and Castle Keepers' game books, screens, Character Reference sheets, and a set of unique dice.

More about *Castles & Crusades* can be found in issue 7 of the *Crusader Journal*, which features advice on keeping track of travel in your *Castles & Crusades* game, a new take on the *sleep* spell, and Episode One of *Trolls: The Garlic Wars*, a new comic strip chronicling a war between trolls and cake-loving skobbits.

WHAT A DOWNER

Get the whole story this month with Paizo Publishing's (**paizo.com**) compilation of the first twenty-five segments of *Downer*, DUNGEON's monthly comic featuring the dark-elf antihero.

"I wanted to do something with *Downer* that was a lot less DRAGONLANCE and a lot more *Tank Girl*," said cartoonist Kyle Hunter concerning his inspiration for the comic. "I wrote it like I'd run a campaign: improvisational, chaotic, and by the seat of my pants."

As a bonus, the compilation includes a map of and article about *Downer's* Underdark home, Oubliette, and 115 of Kyle's mini-monster drawings that appear interspersed throughout each month's issue of DUNGEON.

THE PRIVATEERS

The pirates come ashore this month in Privateer Press's (**privateerpress.com**) *Warmachine* miniatures game. "We've never released an entire army all at once until now," said Nathan Letsinger of Privateer Press. "You can start playing *Warmachine* with a whole army of pirates."

Among the privateer miniatures are Warcaster Captain Phinneus Shae, medic and cook Doc Killingsworth, Lord Rockbottom (the shrewd "expedition financier"), and Bosun Grogspar, a hook-wielding, explosives aficionado. "Some people on our forums speculate that the minis are modeled after the staff of Privateer Press," said Nathan. "That, of course, is bollocks. Our financier doesn't have a peg leg."

RPGA REPORT *by Chris Tulach*

After over 15 years of gaming in the RPGA, I've finally taken the leap and moved 2,000 miles from Milwaukee, Wisconsin, out to rainy Renton, Washington, to take on the mantle of RPGA Content Manager. When I got here, I hit the ground running, heading out to Gen Con SoCal and diving right into programming for D&D Experience. Finally, things have started to cool down, just in time for summer convention planning! So, I just wanted to take this spare moment to introduce myself and what I do.

My job involves developing all the upcoming RPGA campaigns and managing the current ones. Since I climbed the RPGA chain from LIVING GREYHAWK, I have a unique perspective to offer and a long list of agenda items. Already, some of the many things I've wanted to do—like a more open communication channel with players—have started to take shape. It's fulfilling to know that all the "If I was in charge" ideas can now come to the table. The days just fly by when you're doing something you really enjoy.

Speaking of ideas, I'd like to hear yours. A few short months ago, I was one of the guys dreaming of changes I'd like to see implemented in my favorite organization, and I'm sure you have some great thoughts too! Head out to the RPGA messageboards on the Wizards of the Coast site or catch me in a monthly online RPGA chat. The best way I know to share my dream of working here is to let you be a part of it.

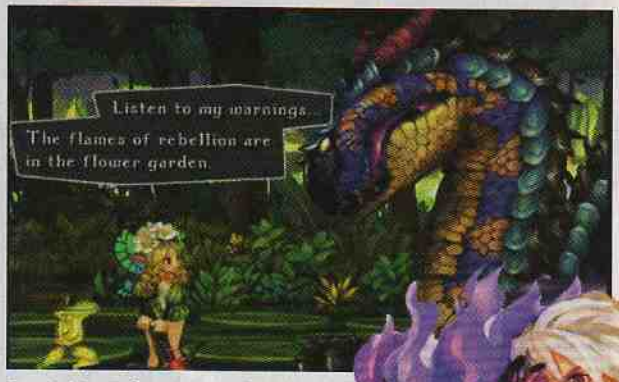
Also, check in with what's new and what's in the works here at RPGA headquarters at **rpga.com.**

MASS EFFECT

Every 50,000 years, an advanced race of mechanical beings descends upon the galaxy and destroys all advanced lifeforms and civilizations. The cycle is about to begin anew, and civilization's extinction is nigh. The fate of the galaxy lies in the hands of Commander Shepard of the *SS Normandy*, and it's your job to lead him and his crew into the depths of the galaxy to destroy the gathering menace of the mechanical horde.

Mass Effect is a unique console RPG in that everything from dialogue to combat is real-time. You control both your character and his crew, who act according to your choices, each bringing their own unique skills (from technical prowess to psionic powers) to the table. Perhaps the most exciting feature of *Mass Effect* is that the entire universe lies at your fingertips, and you can explore wherever you wish, from worlds teeming with strange lifeforms (all of which are fully voice-acted and rendered photo-realistically) to lonely asteroids and abandoned vessels. For more on *Mass Effect* for the Xbox 360, check out **masseffect.bioware.com.**

ODIN SPHERE



In *Odin Sphere*, war breaks out between the frozen Kingdom of Ragnanival (a land of valkyries and warriors) and the fairy Kingdom of Ringford for control over a powerful relic—a cauldron that was once used to conquer kingdoms. Elsewhere, in the Kingdom of Titania, the king's sorcerer Urzur plans to fulfill an ancient prophecy and bring about Armageddon by unleashing five horrific disasters upon the world.

The game begins with you playing the battle-hardened valkyrie Gwendolyn, Demon Lord Odin's daughter. One by one, the game introduces other inextricably tied heroes dedicated to saving the world: Mercedes, a young queen; Oswald, the shadow knight; Velvet, a doom-saying princess-in-hiding; and Cornelius, a prince turned into a magical beast.

Odin Sphere is a side-scrolling action RPG for the PlayStation 2, featuring hand-drawn artwork in a colorful, anime style and fully voiced dialogue. For more info, check out **atlus.com/odinsphere.**

iDragon

Modern Music in D&D

by José Montero • playlists by James Jacobs and F. Wesley Schneider • illustrated by Andrew Hou

Several years back, DRAGON printed "The Definitive D&D Soundtrack," an examination of how to use music in roleplaying that included an extensive list of thematically useful songs. This is not that article. Anyone interested in genres or bands that offer background music appropriate for D&D should refer to DRAGON #275.

It would be very easy—useful even—for this article to be "The Definitive D&D Soundtrack II," updating the September 2000 article with seven more recent years of bands, songs, and soundtracks. But the problem with the last musical menu is that "definitive" does not mean "accessible," and while many of its several hundred songs were and remain spot-on useful tools for D&D, it's unlikely that anyone has all of these works, or even could find them if they were looking.

Fortunately, in the last few years, modern technology has changed all that.

MODERN MUSICAL TECHNOLOGY

A couple of years ago, acquiring a respectable music collection for D&D was difficult and expensive. You had to invest time scouring CD collections searching for suitable themes or invest in new compilations based on recommendations alone. Those lucky enough to own large music collections faced the added problems of carrying numerous CDs when changing the playing location, not to mention the distraction of organizing tracks while keeping the game fun and flowing at the same time.

Fortunately, in the last decade, music players and technology have been designed to manage large numbers of songs, making it easy to carry around whole collections in your pocket. Prices have also decreased, as online stores now make individual songs available, forgoing the need to buy whole CDs just to get one or two tracks.

When choosing what tools to use in adding music a game, you should keep two primary elements in mind:

Capacity: In all of the mediums discussed later in this article, size matters. Obviously, more capacity means more music to play, but how much is enough? In general, 1 gigabyte means approximately 21 hours of music, so a tiny 256 megabyte device can hold 5 hours, while a 60 gigabyte player can store almost 55 days of continuous music. Thus, a small device or CD should be enough for even a 10-hour gaming marathon. If purchasing a portable player, or even just CDs or DVDs to house a campaign's playlist, buying from the smaller (and often cheaper) end of the scale often proves more than sufficient.

Flexibility: Personalized playlists are the most useful way for DMs to add thematically appropriate music to their games. With a bit of foreknowledge about an upcoming adventure, a DM can compile a relevant playlist and easily transfer it to a CD, portable player, or other medium. Doing so allows a DM to start the music when the game starts and either leave it running, loop particular tacks, or skip from theme to theme without expending a significant amount of game time. Numerous free downloads—several of which come standard with portable players and online stores—allow users to manage thousands of tracks and quickly and easily make playlists customized to their games. Overall, DMs should seek out easy-to-use programs and portable players, appropriate to both their technical prowess and the size of their playlists, as time not spent looking for a lost song is time spent gaming.

DRAGON MIX: HEROES

Track Title	Source
"Overture"	*The 7th Voyage of Sinbad*
"Chevaliers de Sangreal"	*The Da Vinci Code*
"Angelorum"	*Engel*
"Turks' Theme"	*Final Fantasy VII*
"Arthur's Fanfare"	*First Knight*
"Slaves to Rome"	*Gladiator*
"At Emperor's Palace"	*Hero*
"Don't Waste Our Money"	*Hidalgo*
"Silk Fox Theme"	*Jade Empire*
"Crusaders"	*Kingdom of Heaven*
"Ronin"	*The Last Samurai*
"The Reptile Room"	*Lemony Snicket's A Series of Unfortunate Events*
"Daniel's Mastadge"	*Stargate*
"The Orange Man"	*Unbreakable*
"Reunited"	*Van Helsing*

DRAGON MIX: THE DUNGEON

Track Title	Source
"The Forest of the Dead/Graveyard"	*Army of Darkness*
"Monk With Bell"	*Baraka*
"Vampire Hunters"	*Bram Stoker's Dracula*
"Justin Calls Iris"	*Carnivàle*
"Down the Pipe"	*The Descent*
"Brandland"	*Engel*
"Low Evil"	*The Fog of War*
"Tree of Life"	*The Fountain*
"Ju-On, Part 5"	*The Grudge*
"The Raid In Tarifa"	*Munich*
"A Book of Blood"	*Pan's Labyrinth*
"The Method Works!"	*Perfume*
"Threats"	*Red Dragon*
"Vorenus Made Evocati, Servilia's Curse"	*Rome*
"In Exile"	*The Silver Tree*

MUSICAL INSTRUMENTS

What follows are suggestions for several tools DMs might find useful in adding music to DUNGEONS & DRAGONS or other roleplaying games. It is not this article's intention to review numerous different music players or MP3-downloading services in detail. The options are numerous, with copious information on each available online and at electronics retailers. DMs are encouraged to consider the suggestions here then do their own research to make informed investments.

Dragon Mix: Villains

Track Title	Source
"Salazar's Theme"	*24*
"Theme of the Emperor"	*Curse of the Golden Flower*
"Command"	*The Departed*
"Six Demons"	*The Exorcism of Emily Rose*
"One-Winged Angel"	*Final Fantasy VII*
"Nebuchadnezzar Phase"	*Ghost Rider*
"Katib"	*Hidalgo*
"Imhotep"	*The Mummy*
"Ave Satani"	*The Omen*
"General Bethlehem"	*The Postman*
"Lux Aeterna"	*Requiem for a Dream*
"Ra—The Sun God"	*Stargate*
"Pope's Gypsy Cadenza"	*The Red Violin*
"Al Capone"	*The Untouchables*
"England Prevails"	*V for Vendetta*

Portable Players

By far the most popular and versatile music storage devices, these tools are portable hard drives engineered for playing music. Zunes, iPods, some cell phones, and a vast selection of other players allow you to transport hundreds, even thousands, of songs in personally customized playlists. Simple to use, many such players have a variety of accessories allowing them to connect to any radio, stereo system, or light-weight speaker dock. Several also have other potentially useful features, like FM radios, voice recorders, and the ability to display pictures or play video (opening the door for a wide variety of digital props). The disadvantage, though, is that some of the larger and more complex players and their accessories can cost the same as a small stereo system.

Digital CDs

CDs have long been a standard for creating customized soundtracks, allowing you to copy songs and burn them to a compilation of your design. Depending on the type and size of CD used, though, such a collection might prove limited in the amount of music it can hold. Fortunately, new and more widely available formats for audio compression have significantly reduced the space used by musical files. In a digital format, the data used to represent a musical track uses about 1/12 of its original space, allowing such CDs to store about 15 hours of music instead of the usual 80 minutes. Using a writeable DVD increases this playtime to 72 hours or more, depending on the type of DVD. The catch, though, is that a CD or DVD player capable of reading digital formats is required to play such disks. While such devices are not uncommon anymore, most older players probably can't read the digital tracks.

Online Stores

Online music stores like iTunes, Napster, MSN Music Store, or any of numerous other online retailers provide a great technological advantage for buying music, especially for those living in places where it is difficult to find wide varieties of music, like movie scores and game soundtracks. Many such services also allow users to buy individual tracks, forgoing the need to buy a whole CD for one or two tracks.

There are many online music retailers but not all of them work in the same ways. Some allow you to buy only one song or album at a time, while others charge monthly fees allowing buyers to download as many tracks as they like. Users of such services should be conscious of compatibility issues, though. Some stores use digital rights management (DRM) in such a way that the music you download can only be played in compatible portable devices, meaning that if you don't have a complimentary device you will only be able to play the file in your computer, and some of the music acquired in this way might even expire if you cancel your subscription with your seller. Some stores that do business in these ways offer you a "burnable" option, which is less restrictive and a little more expensive than the subscription option, but which allow you to copy your music to CD. As such, potential buyers should carefully read the terms of service of any music retailer's site before buying.

Also, while many online stores claim that they have more than 1 million songs, it might still be difficult to find some specific albums. Even the best online stores can't claim to be all-inclusive, restricted by the absence of old, out of circulation, and just plain obscure songs. There's also the

concern of mistakenly purchasing the wrong song, as many tracks have the same titles—possibly even by the same artist. Fortunately, though, the music organizing programs that are free downloads from many online stores allow users to import songs from their personal CDs, creating compilations with both new and old tracks.

DRAGON'S MIXES

Presented throughout this article are a number of playlists compiled with specific themes and common adventure elements in mind. At numerous times during a campaign it's likely that a DM will need to set the tone for an encounter or establish a theme for a character. These playlists seek to provide a variety of useful tracks from which DMs can choose those most appropriate for their games.

These playlists are more than just lists of suggestions, though. Each selection is available for download from the iMix section of the iTunes music store. For those with iTunes, merely go to the music store, click iMixes under the "More in Music" header, and search for iDragon. Among the results should be the following mixes: Battle, Dungeon, Heroes, Horror, Town, Villains, and Savage Tide. Within these seven playlists are more than one hundred suggested and easily downloaded songs, of which those presented throughout this article are merely a sampling. If you like what you hear from these tracks, it's a simple matter to search for more songs from the source soundtracks and composers.

In the playlists, the tracks might be divided into two categories, both of particular use in D&D games: ambient music and themes.

Ambient Music: These pieces set the mood of an encounter and prove invaluable aids in detailing the tone of area, offering accompaniment and unsaid details to a DM's description. If a group of adventurers walks into town such background music can convey specifics that words might not, suggesting a peaceful burg, a jaunty marketplace, a village in the trees, a downtrodden slum, or any of innumerable other communities. Such tracks are most useful when the elements of a song remain constant throughout, varying little in tempo or instruments as to not distract from the DM's descriptions or player business. It's often most useful to allow such songs to play at low volume and loop in the background. While players won't hear every moment of a song—their attentions hypothetically being on the game—the thematically appropriate noise fills any spare moment with additional details about what's going on in game. For lengthy encounters, such as a trek through a vast dungeon, DMs might chose several complimentary tracks and allow them to play one after another.

The iMix playlists Battle, Dungeon, Horror, and Town primarily consist of ambiance tracks.

Themes: Character themes make up some of the best-known musical pieces in the world. From Darth Vader's *Imperial March* to the *James Bond Theme*, these songs immediately bring to mind details and impressions about the characters they represent. Unlike ambient music, which serves merely to set a general tone, themes are meant to directly relate to a specific game element. A DM can easily create his own themes for recurring characters, creatures, organizations, nations, locations, monsters, and so on, by choosing songs that specifically match these games element and consistently playing them before and during encounters. Eventually, players will notice the connection between the game element and music and intuitively relate the two, allowing a DM to begin the encounter without the need to re-describe a character's personality or mood.

Some themes can be problematic, though. Unless a DM is playing the *Star Wars Roleplaying Game*, he has no reason to use the *Imperial March*. It's simply too well known and breaks the verisimilitude of an encounter. It's better to

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instead use more obscure songs. That's not to say worse songs, but rather pieces that won't fill players' minds with contradictory or distracting information.

The iMix playlists Heroes and Villains are made up primarily of tracks appropriate for use as themes.

Example: The Savage Tide

For those attempting to piece together a complete soundtrack for their campaign, presented here is an example playlist for *Dungeon's* ongoing Savage Tide Adventure Path. This compilation dedicates a track to some of the major events and characters of the campaign, and can be downloaded via iTunes along with the other iMixes.

Of particular note, one might notice that closely related parts of the Adventure Path share similar sources and composers, connecting such locations and events musically just as the adventures connect them narratively. DMs might consider drawing upon the works found on a single soundtrack or from an individual composer to tie together elements of his game in the same manner.

Dungeon Mix: The Savage Tide

Spoiler Warning: Do not read the following if you are playing the Savage Tide Adventure Path.

Savage Tide Title	Track Title
1 Sasserine	"1492 Conquest Of Paradise"
2 The Lotus Dragons	"Tree of Life"
3 Kraken's Cove	"Godzilla vs. Megaguirus"
4 The Savage Tide	"The Ferocious Lifeform"
5 Leaving Sasserine	"Into The Fog"
6 The Sea Wyvern	"The Far Side Of The World"
7 Tamoachan	"Frog Darts"
8 The Sargasso	"The Galapagos"
9 The Isle of Dread	"Main Title"
10 Farshore	"Vahalla/Viking Victory"
11 Wrath of the Olman Gods	"Sacrificial Procession"
12 Dinosaur Fight	"Viking Heads"
13 Phanaton Village	"Religion"
14 Battle for Farshore	"The Fire Dragon"
15 The Lightless Depths	"Cave Paintings"
16 Against the Koprus	"Mother Wendol's Cave"
17 The City of Broken Idols	"The Hunt"
18 Skinwalkers	"Tapir Hunt"
19 Scuttlecove	"The Horns of Hell"
20 The Crimson Fleet	"Night Battle"
21 Gaping Maw	"Six Demons"
22 Divided's Ire	"Justin at Mr. Chin's (Justin's Theme)"
23 Pazunia	"Fly Variations"
24 The Wells of Darkness	"Black Blizzard"
25 The River Styx	"Lost/Bridge/Gas Cave/Vines"
26 Iggwilv's Manor	"Mutans Evae Nomen"
27 The Eladrin Court	"Rome Is The Light"
28 Shendilavri	"The Lotus Eaters"
29 Thanatos	"The Forest of the Dead/Graveyard"
30 Demogorgon	"William's Castle"
31 Savage Tide End Credits	"The Final Conflict"

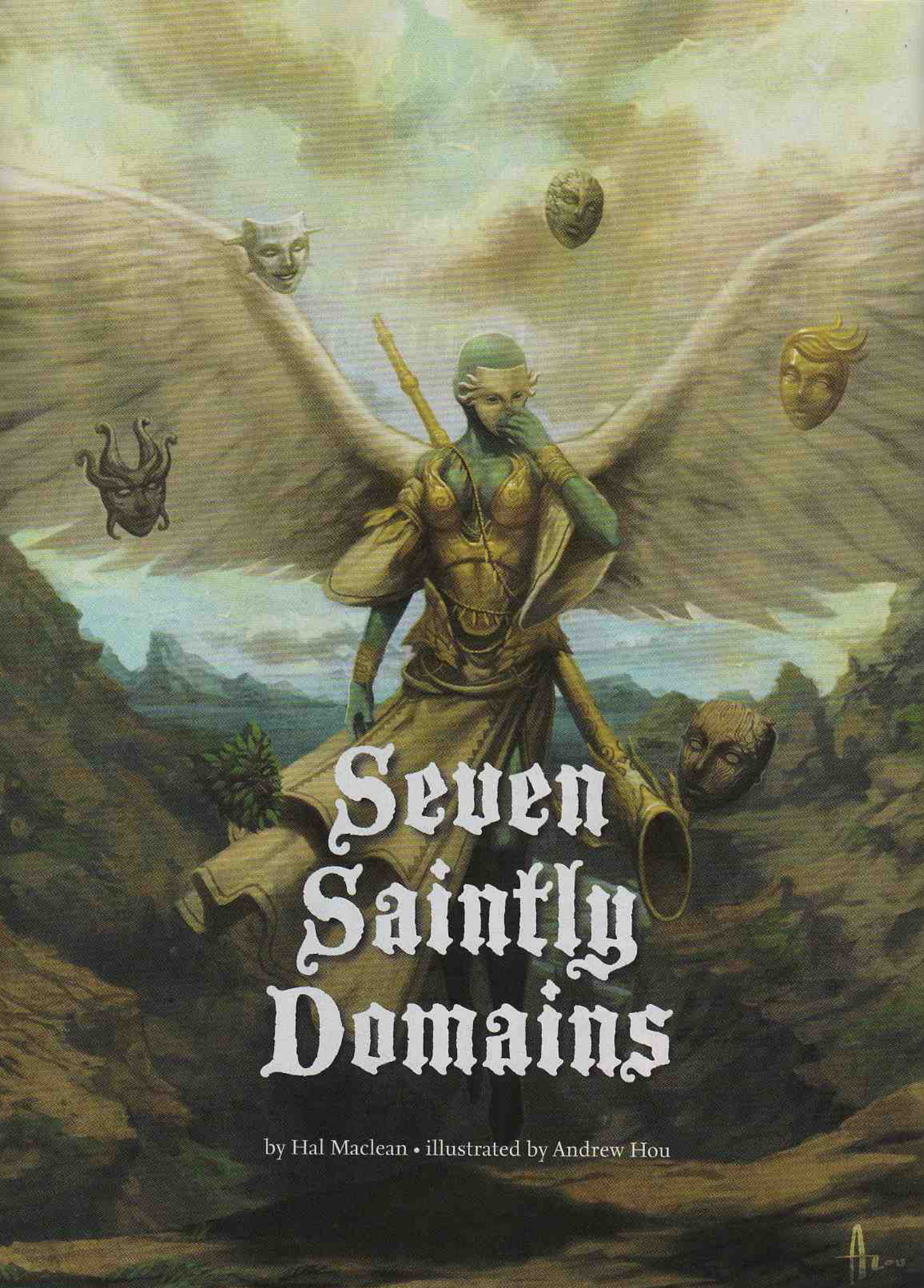
CINEMATIC SUGGESTIONS

Incorporating music into roleplaying can easily lend a dynamic undertone to the experience, very similar to that which most movies try to inspire in their use of music. As both mediums are methods of storytelling, it shouldn't be surprising that what works in one works well in the other.

Interludes: A well-placed musical interlude can invoke descriptions that even the glibbest DM or best-written boxed-text can't convey. Giving a song several moments to simply play without additional description allows PCs to imagine a character or location within the context of the music and sets the encounter apart as something important and worthy of its own theme.

Timing: One of the most difficult tricks to use when employing music is timing a description with a piece of music. Using a song that changes dramatically, a DM might match his narrative to parallel its variations. For example, with a track that begins as a peaceful, pastoral piece, the DM might describe the rolling valley and peaceful farmhouses, but as the music becomes a more powerful march, the description moves to reveal the army of black-armored soldiers marching over the hill. While it can be difficult to find the perfect track for a campaign's major event, sometimes its better to instead let a particularly powerful song influence how to describe an encounter.

Volume and Pacing: While many songs prove most useful when played as unobtrusive background noise, occasionally more climatic or action-packed events require music to take greater prominence. Cranking up the volume of a discordant song and nearly shouting over the noise drives home chaotic in-game events, while speaking in a rushed manner to fast-paced musical accompaniment can lend a description a sense of urgency.


Seven
Saintly
Domains
by Hal Maclean • illustrated by Andrew Hou

Charity, chastity, generosity, humility, patience, temperance, and zeal—of all the gifts the powers of good have bestowed upon their children none, save the breath of life itself, offers greater proof of their infinite love and mercy. The seven saintly virtues echo across space and time, acting as clarion calls that reach into every corner of the cosmos, rousing the noblest, most transcendent parts of the mortal soul. Heartening the weak during times of trouble and tribulation and girding the mighty for feats of heroics, the holy seven exist at the core of every community, holding it together in ways evil often finds impossible to understand—yet alone sunder.

Those who embrace these virtues discover untold resources deep within themselves, an energy, a sustaining force, which they may tap to stiffen their resolve and guide their actions. While obviously most appropriate for good characters and virtuous NPCs, devotees of the cleric domains presented here occasionally lose sight of the higher truths. The pious and good-hearted must remain vigilant, however. Even the most noble and generous of impulses, when taken to extremes, can lead a mortal or deity toward the path of darkness and ruin.

Charity

Selfless and giving, clerics of charity believe every person suffers from a lack of something. Clerics of charity devote themselves to filling needs, from something obvious like a street urchin dreaming of food and a warm bed to the subtle desires of a prince who needs reassurances of his ability to rule. Scorning their own wealth, clerics of charity always put the material needs of others above their own. They regard even precious magic items as but temporary possessions, willingly handing off such items to those they perceive with greater need. While their noble impulses do leave them vulnerable to liars with a sob story, charitable clerics must struggle with an even greater flaw: sometimes, in their zeal, they offer help to those who neither need nor want their interference.

Granted Power: Once per day, as a full-round action, you may reduce your hit points by up two times your class level and touch an ally to give him temporary hit points equal to that amount. For instance, a 5th-level cleric can give up to 10 hit points to an ally. Your ally retains these temporary hit points for 1 minute per your class level and you cannot reclaim them or use healing magic to regain them prematurely, even to save your own life. At the end of the effect you regain all the hit points you donated, even if your ally suffered injuries during this time.

Charity Domain Spells

1. **Goodberry:** 2d4 berries each cure 1 hp (max 8 hp/24 hours).
2. **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
3. **Create Food and Water:** Feeds three humans (or one horse)/level.
4. **Imbue with Spell Ability:** Transfer spell to subject.
5. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
6. **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
7. **Refuge**[M]**:** Alters item to transport its possessor to you.
8. **Mordenkainen's Magnificent Mansion**[F]**:** Door leads to extradimensional mansion.
9. **Heal, Mass:** As *heal*, but with several subjects.

Chastity

Pure of thought, body, and soul, clerics of chastity treat their whole selves as inviolate. Many believe strongly in the mantra "my body is my temple," and most expand on the idea to include their minds as well. Chaste clerics do not merely practice sexual abstinence, they seek to prevent anything "foreign" from entering their bodies. They do not have

VIRTUE IS ITS OWN REWARD

Many of the deities found in existing campaign worlds might offer their worshipers access to one or more of these domains. Following are suggestions for which of the core DUNGEONS & DRAGONS (and the expanded pantheon presented in the *Complete Divine*), EBERRON, and FORGOTTEN REALMS deities might provide these domains to their clerics.

Charity
Core D&D Pantheon: Hiatea, Pelor, Rao.
Eberron: Arawai, Dol Arrah.
Forgotten Realms: Eldath, Ilmater, Sharindlar.

Chastity
Core D&D Pantheon: Kord, Rao, Zuoken.
Eberron: Dol Arrah, Silver Flame.
Forgotten Realms: Lathander, Selûne, Sharindlar.

Generosity
Core D&D Pantheon: Bralm, Fharlanghn, Yondolla.
Eberron: Arawai, Olladra.
Forgotten Realms: Chauntea, Cyrrollalee, Tymora.

Humility
Core D&D Pantheon: Cyndor, Delleb, St. Cuthbert.
Eberron: Arawai, Undying Court.
Forgotten Realms: Helm, Ilmater, Thoth.

Patience
Core D&D Pantheon: Bahmut, Wee Jas, Xan Yae, Zuoken.
Eberron: Balinor, the Becoming God, Undying Court.
Forgotten Realms: Dugmaren Brightmantle, Deneir, Labelas Enoreth, Tyr.

Temperance
Core D&D Pantheon: Ehlonna, Heironeous, Rao, Skoraeus Stonebones.
Eberron: Boldrei, Onatar.
Forgotten Realms: Ilmater, Red Knight, Clangeddin Silverbeard, Skoraeus Stonebones, Tyr, Urogalan.

Zeal
Core D&D Pantheon: Corellon Larethinan, Heironeous, Hextor, Kord, St. Cuthbert.
Eberron: Dol Arrah, Dol Dorn, Silver Flame.
Forgotten Realms: Angharradh, Haela Brightaxe, Hanali Celanil, Lathandar, Lurue, Torm.

tattoos or piercings, and many practice strict vegetarianism or veganism. While clerics of chastity possess strong (some say over-developed) senses of self, they are not entirely self-absorbed. Seeking purity in the world—not just in themselves—clerics of chastity attempt constantly to cleanse others of taint, both physical and mental. They preach (and practice) that prevention precludes a cure, that a small amount of the former prevents the need for a great deal of the latter. While a cleric of chastity at her best makes for a prime example of how remaining removed from certain temptations promotes a healthy life, at her worst a chaste cleric goes beyond maintaining her purity. When overzealous, a cleric of chastity becomes xenophobic to a ridiculous degree, not even allowing other creatures to speak to her—much less touch her—for fear of exposing herself to some kind of taint.

Granted Power: Once per day, you may dispel a single spell effect targeting you as a targeted *dispel magic* spell. Caster level equals your character level.

Chastity Domain Spells

1 **Shield of Faith:** Aura grants +2 or higher deflection bonus.
2 **Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.
3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
4 **Spell Immunity:** Subject is immune to one spell per four levels.
5 **Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.
6 **Bigby's Interposing Hand:** Hand provides cover against one opponent.
7 **Repulsion:** Creatures can't approach you.
8 **Antimagic Field:** Negates magic within 10 ft.
9 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

Generosity

Vigilant, watchful, and thoughtful, clerics of generosity put others' needs ahead of their own. Whereas clerics of charity give freely without much regard to need, clerics of generosity keep ever-watchful eyes on their surroundings, targeting those most in need with their gifts. A generous cleric does not, for example, give a hungry man a single fish—he teaches such a man how to fish. Clerics of generosity tend to hold back their giving a little more than clerics of charity, for they do not wish themselves to become needful. They do give more than they can truly afford when the need is great, but they do not practice such selfless gifting as their whims dictate. Every gift a generous cleric makes is carefully planned beforehand to perform the most good possible. At their best, clerics of generosity can maintain the livelihood of large groups of people through their well-placed acts of giving. At their worst, generous clerics keep their eyes so trained

on helping the greatest number of needy possible that they sometimes overlook lesser, easier-to-fix problems. A cleric of generosity, for example, might put into motion a plan that feeds an entire village 10 miles away even as a lone beggar starves to death nearby.

Granted Power: Once per day, as an immediate action you may choose to cast a maximized conjuration (healing) spell without increasing the spell level or casting time.

Generosity Domain Spells

1 **Death Watch:** Reveals how near death subjects within 30 ft. are.
2 **Shield Other**[F]**:** You take half of subject's damage.
3 **Detect Thoughts:** Allows "listening" to surface thoughts.
4 **Discern Lies:** Reveals deliberate falsehoods.
5 **True Seeing**[M]**:** Lets you see all things as they really are.
6 **Prying Eyes:** 1d4+1/level floating eyes scout for you.
7 **Guards and Wards:** Array of magic effects protect area.
8 **Teleport Object:** As *teleport,* but affects a touched object.
9 **Foresight:** "Sixth sense" warns of impending danger.

Humility

Self-effacing and penitent, clerics of humility play down their contributions. More than any others, humble clerics call themselves channels for their deities' awesome powers. Clerics of humility do not consider themselves more pious or in any way better than any other non-cleric followers of their deities, placing instead the decision of becoming clerics solely in the hands of those they worship. While they do not themselves crave attention or seek the spotlight, neither do clerics of humility stand by idly as the undeserving (and sometimes even the deserving, if over-proud) call for credit or acclaim. Opposing pride and the lesser sins it spawns at every turn, humble clerics not only bow before their deities, but they also have the ability to force others to bow as well.

Granted Power: You cast all divination spells at +1 caster level.

Humility Domain Spells

1 **Reduce Person:** Humanoid creature halves in size.
2 **Hold Person:** Paralyzes one humanoid for 1 round/level.
3 **Bestow Curse:** –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chances of losing each action.
4 **Ray of Exhaustion:** Ray makes subject exhausted.
5 **Enervation:** Subject gains 1d4 negative levels.
6 **Waves of Fatigue:** Several targets become fatigued.

OPPOSING SIN

Conceived by early Christian leaders and made famous by Dante's *Divine Comedy,* the seven deadly sins each have an opposing holy virtue. While the sins themselves have remained relatively universal, their opposites have shown a greater degree of flux over the years. The following list shows the seven deadly sins, in order of severity from least to greatest, along with their corresponding holy virtues, as defined by the Roman Catholic Church.

Sin	Virtue
Lust (inappropriate desire)	Chastity (purity)
Gluttony (over-indulgence)	Temperance (self-restraint)
Avarice (greed)	Generosity (vigilance)
Sloth (laziness)	Zeal (enthusiasm)
Wrath (anger)	Patience (composure)
Envy (jealousy)	Charity (giving)
Pride (vanity)	Humility (humbleness)

DRAGON #323 presented domains based on the seven deadly sins, which were later included in the *Spell Compendium.*

7 **Symbol of Weakness**[M]**:** Triggered rune weakens nearby creatures.
8 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
9 **Energy Drain:** Subject gains 2d4 negative levels.

Patience

Firm, resolved, and composed, clerics of patience devote themselves to serving as living examples of mortal perseverance. Often believers in predestination or fate, they advise that every event or action has a proper time, so attempting to rush an occurrence does nothing but cause frustration. There is a time to everything under the sun, and until that time comes the cleric of patience waits. These clerics frequently watch impassively—often to the annoyance of their impatient comrades—as events transpire around them, only to suddenly and purposefully act. Usually, when a cleric of patience finally moves, his actions create a far greater effect than they might have if performed earlier. Sometimes these clerics become too patient, calmly watching as horrific events they could easily halt transpire unhindered. In other words, on rare occasions clerics of patience slip toward sloth and apathy.

Granted Power: Once per day, as an immediate action, you may delay the effect of a spell that affects you for 10 rounds. You may choose to use this ability after you know the result of any saving throws for the spell (if any).

Patience Domain Spells

1. **Sanctuary:** Opponents can't attack you and you can't attack.
2. **Delay Poison:** Stops poison from harming subject for 1 hour/level.
3. **Protection from Energy:** Absorb 12 points/level of damage form one kind of energy.
4. **Slow:** One subject/level takes only one action/round, –2 to AC, –2 on attack rolls.
5. **Hold Monster:** As *hold person*, but any creature.
6. **Bear's Endurance Mass:** As *bull's strength*, but affects one subject/level.
7. **Contingency**[F]: Sets trigger conditions for another spell.
8. **Sequester:** Subject is invisible to sight and scrying; renders creature comatose.
9. **Time Stop:** You act freely for 1d4+1 rounds.

Temperance

Self-restrained and moderate, clerics of temperance indulge in every wonderful bounty the world provides—to a point. A temperate cleric happily consumes alcohol and eats the most delicious foods with gleeful abandon, but he always stops before such indulgences can cause him any negative effects. There are no fat or drunken clerics of temperance. They lead by example, always practicing as they preach. Clerics of temperance rarely find many fans among the wealthy or those who wish to become wealthy, like adventurers. Speaking incessantly against overindulgence, greed, and excess, clerics of temperance endlessly extol the benefits of the moderate life. When they themselves become intemperate about extolling the virtues of moderation, these clerics become absolutely intolerable to interact with. If they choose to act on their teachings of balance, the clerics of temperance who go bad attempt to physically prevent those around them from overindulgence, sometimes going so far as to shut down legitimate businesses that serve legal vices (such as taverns).

Granted Power: When you prepare spells you immediately heal 1 hit point per spell level of domain spells you still have prepared from the previous day. For example, if you did not cast your 2nd-level and 4th-level domain spells the previous day you heal back 6 hit points when preparing your spells.

Temperance Domain Spells

1. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
2. **Calm Emotions:** Calms creatures, negating emotion effects.
3. **Dispel Magic:** Cancels spells and magical effects.

This summer, Do Gooder Press presents:

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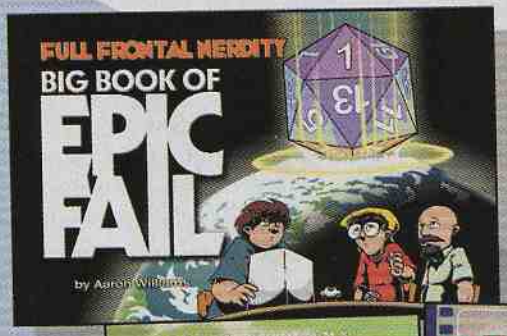
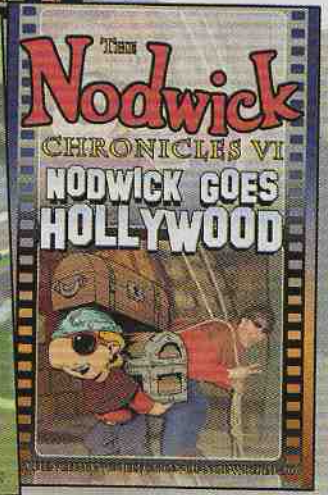


Four gamers. No lives. Roll for initiative! In their first 120-page collection, the guys from "Full Frontal Nerdity" bring you gaming gags, internet insanity, and comic collecting catastrophes in the "Big Book of Epic Fail!" This volume includes strips from the popular webcomic, as well as from Scrye and Comics Buyer's Guide!

Ps238 starts off its fourth year with yet another "learning experience" from the students at the first public school for superhero kids! Join Tyler (aka Moon Shadow), Emerald Gauntlet, The Flea, and all the other metahuman minors as they begin their legendary journeys. Save recess. Save the world, with "Not Another Learning Experience!"



It was bound to happen: Nodwick has gone Hollywood! Celebrating his appearance in the upcoming movie, "Gamers 2: Dorkness Rising" from Dead Gentlemen Productions, this fine collection completes the epic "Baphuma'al" storyline, and continues to deliver the laughs and legends that have made Nodwick a staple of fantasy humor! So plan a road trip to la-la land this summer as "Nodwick Goes Hollywood!"

www.dogooderpress.com

4 **Neutralize Poison:** Immunizes subject against poison, detoxifies venom in or on subject.
5 **Atonement**[F, X]: Removes burden of misdeeds from subject.
6 **Greater Dispel Magic:** As *dispel magic*, but up to +20 on check.
7 **Symbol of Stunning**[M]: Triggered rune stuns nearby creatures.
8 **Shield of Law**[F]: +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9 **Iron Body:** Your body becomes living iron.

Zeal

Confident and enthusiastic, clerics of zeal consider themselves living conduits of divine will and power. They believe their deity's teachings are universally applicable and always relevant to every situation. Clerics of zeal strive every moment to remain worthy of such a deity's trust—trust exhibited through the granting of spells and other obvious manifestations of faith. Zealous clerics maintain that nothing exceeds their grasp or that of their patron deities, and with the aid of their deities they can achieve anything. This almost impossible standard drives them to feats of unparalleled heroics and valor. Ever ready to take the lead, to strike against the foes of their deities, clerics of zeal at their best act as the strong hand of their patrons in the mortal realm. At their worst, when consumed by arrogance, forgetting that the power comes from outside them, they put everyone around at risk with half-considered schemes and a blithe confidence (some say overconfidence) in their ability to rise to the occasion.

Granted Power: Once per day you may take 20 on a skill check without increasing the amount of time needed to make the check. You cannot take 20 on checks for which you cannot normally take 20 (such as Balance or Climb checks).

Zeal Domain Spells

1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
2 **Consecrate**[M]: Fills area with positive energy, making undead weaker.
3 **Helping Hand:** Ghostly hand leads subject to you.
4 **Dismissal:** Forces a creature to return to its native plane.
5 **Commune**[X]: Deity answers one yes-or-no question/level.
6 **Dispel Magic, Greater:** As *dispel magic* but up to +20 on the check.
7 **Holy Word:** Kills, paralyzes, blinds or deafens nongood subjects.
8 **Holy Aura**[F]: +4 to AC, +4 resistance, and SR 25 against evil spells.
9 **Miracle**[X]: Request a deity's intercession.

PLAYING A SAINT

Choosing one of these domains declares your intention to play a character who embodies a certain kind of goodness, a decision that certainly colors other aspects of his personality. Just like any other domain, these spell lists merely reflect a single aspect of your character's deity.

The following examples demonstrate how a character with one of these traits might behave.

Charity: A cleric of charity gives freely. Such a character adventures for all the normal reasons, including the acquisition of wealth, but the wealth he acquires rarely stays with him for long. Unless a fellow character has an honest need, a cleric of charity never gives to another adventurer—only to the truly needy (or the truly adept at lying).

Chastity: Because the game does not touch upon the activities that might cause a chaste character consternation, playing a cleric of chastity is relatively easy. Such a character focuses on self protection, preparing more defensive spells than just the ones on her domain spell list. She might even take levels as an abjurer to heighten her protectiveness.

Generosity: The generosity domain works well for those who wish to play a good guy schemer. While others scheme for purely selfish reasons, a cleric of generosity's planning usually involves the most efficient way of helping the greatest number of people. Such a character is a natural leader, particularly of a group with no actual power (such as rebels intent on freeing a kingdom from tyranny).

Humility: While some clerics strive constantly to remain ever humble, others work to counter pride and instill humility in others. Such proactive clerics of humility make excellent use of the domain's spells, but they draw the line at killing a proud foe—death does not redeem.

Patience: Never hasty, a cleric of patience waits. A lot. He frequently delays in combat, watching as the battle unfolds and moving at exactly the right time. Outside of combat, the patient cleric believes strongly in letting events sort themselves out, and he interferes only when he believes his actions might resolve a dispute or crisis. If he does not think he can end a negative event with action, he remains inactive.

Temperance: A cleric of temperance does all the things other characters do, but she is careful to not overdo anything. In battle, a temperate cleric does not kill when merely incapacitating suffices. She does not engorge herself with food, drink herself sick with alcohol, or overextend her finances with lavish spending.

Zeal: A cleric of zeal feels enthusiasm for all activities, from performing a religious service to smiting foes to cleaning stables. He is not necessarily optimistic or joyful, but he never lacks in intensity.

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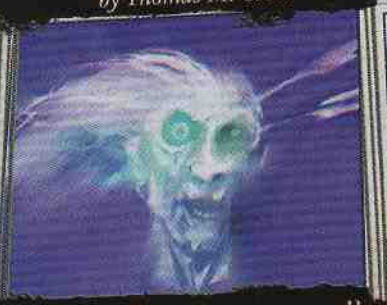

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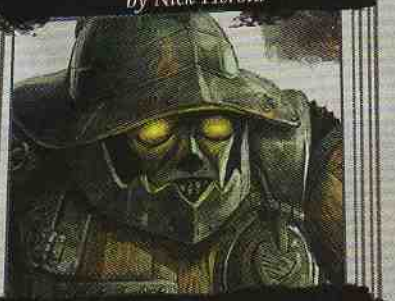

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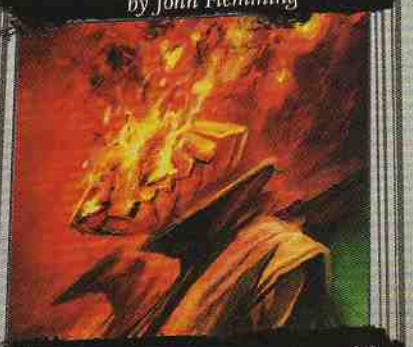

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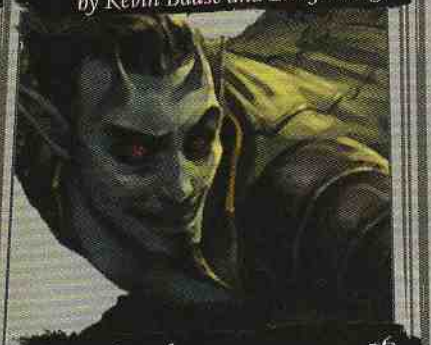

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BLACK BEAST OF BEDLAM

Foul and horrifying, the creature before you constantly melts and reforms, seeming to draw each shape from nightmares and dark tales. It maddeningly shifts through dozens of monstrous forms before solidifying itself into a slithering, ebon blob covered with spines and tentacled claws, with countless eyes swimming in viscous sacs. Darting above the monstrosity, a floating human skull cackles and screeches.

BLACK BEAST OF BEDLAM **CR 14**

Always CE Large outsider (Chaotic, Evil, Extraplanar)

Init +7; **Senses** darkvision 120 ft., low-light vision, scent, tremorsense 120 ft.; Listen +25, Spot +25

Languages Abyssal, Common, Slaadi

AC 26, touch 12, flat-footed 23; Dodge, Mobility (–1 size, +3 Dex, +14 natural)

hp 142 (15 HD); **DR** 15/good and cold iron or lawful and cold iron; fast healing 5

Immune critical hits, electricity, flanking, light-effects, mind-affecting effects, paralysis, petrification, poison, polymorph, sleep, sonic, stunning

Resist acid 10, fire 10, cold 10; **SR** 27

Fort +14, **Ref** +12, **Will** +14

Speed 60 ft. (12 squares), climb 60 ft.; freedom of movement

Melee 2 claws +20 melee (2d6+6 plus corporeal instability) and bite +18 melee (2d8+3 plus corporeal instability)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +25

Atk Options Combat Reflexes, Spring Attack

Special Actions breath weapon, *damning darkness*, screeching skull

Spell-like Abilities (CL 15th, melee touch +20, ranged touch +17):

1/day—*bestow curse* (DC 17), *enervation*, *greater invisibility*, *insanity* (DC 20), *nightmare* (DC 20), *phantasmal killer* (DC 19), *project image* (DC 22), *shout* (DC 17)

3/day—*confusion* (DC 17), *deeper darkness*, *desecrate*, *detect good*, *detect law*, *major image* (DC 18), *shatter* (DC 15), *tongues*, *unhallow* (DC 18)

At will—*disguise self* (as humanoid only)

Abilities Str 23, Dex 17, Con 21, Int 16, Wis 16, Cha 16

SQ malleability, mockery

Feats Blind Fight[B], Combat Reflexes[B], Dodge[B], Greater Spell Focus (Illusion), Improved Initiative, Iron Will, Mobility, Multiattack[B], Spell Focus (Illusion), Spring Attack

Skills Balance +5, Bluff +21 (+29 to imitate another)*, Climb +22, Diplomacy +7, Disguise +21 (+23 to act in character), Escape Artist +11, Hide +17, Intimidate +23, Jump +28, Knowledge (religion) +21, Listen +25, Move Silently +21, Search +25, Sense Motive +21, Spot +25, Survival +3 (+5 when following tracks), Tumble +29

Advancement 16–22 HD (Large); 23–45 HD (Huge); or by character class; **Favored Class** fighter

Freedom of Movement (Su) A black beast of bedlam gains the benefit of a continuous *freedom of movement* effect, as the spell cast by a 15th-level cleric. If this effect is dispelled, the black beast can reactivate it as a free action.

Corporeal Instability (Su) A black beast of bedlam's natural attacks can trigger a terrible transformation in its targets. A living creature so struck must succeed on a DC 22 Fortitude save or become a spongy amorphous mass. Unless the victim manages to control the effect, its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, and large shields, for example—hamper more than help, reducing the victim's Dexterity score by 4 and applying double their normal armor check penalty. The target's base speed is reduced 10 feet or to one-quarter normal (whichever is worse), it cannot burrow or fly, and its climb and swim speeds are reduced by half. The victim cannot cast spells or use magic items. It attacks in a pain-induced and uncontrollable rage until no other creature it can see is left standing. Unable to distinguish friend from foe, it attacks available targets at random, but in its blind rage it takes a –4 penalty on attack rolls and every attack has a 50% miss chance.

Each round the victim spends in an amorphous state, it takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast (see page 33 of the *Monster Manual*). A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for bedlam beasts with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *greater restoration*, *heal*, or *restoration* spell removes the affliction (a separate *restoration* is necessary to restore any drained points of Wisdom).

Breath Weapon (Su) A black beast of bedlam has one kind of breath weapon: a 20-foot-radius cloud of poisonous vapor, as the *cloudkill* spell (DC 22). Once a black beast breathes, it can't breathe again until 1d4 rounds later. The save DC is Constitution-based.

***Damning Darkness* (Sp)** Once per day, as a standard action, a black beast of bedlam can create *darkness*, as the spell, except that those within the area of darkness also take unholy damage. Creatures of good alignment take 2d6 points of damage per round they remain in the darkness and creatures neither good or evil take 1d6 points of damage while in the darkness. Creatures get no saving throw, nor does spell resistance apply. *Damning darkness* counts as a 4th-level spell effect and counters or dispels any light spell of 4th or lower level. The black beast uses this ability as a 15th-level sorcerer.

Screeching Skull (Ex) A black beast of bedlam retains the skull of its most recent victim as a grim trophy that floats around its shifting form. As a standard action, a black beast of bedlam can unleash a terrible screech through this skull that affects all living creatures other than outsiders within 60 feet. An affected creature must succeed on a DC 20 Will save or become panicked for 1d6 rounds and take 2 points of Wisdom damage. Once the black beast screeches, it cannot screech again for 1d4 rounds. The save DC is Charisma-based. This is a sonic, mind-affecting fear effect.

Malleability (Ex) No mortal magic can forcibly or permanently affect or fix a black beast of bedlam's form. A black beast has immunity to poison, sleep, paralysis, petrification, polymorph, and stunning effects. It is not subject to critical hits and, having no true front or back (even when it appears to have them), cannot be flanked.

Mockery (Ex) A black beast of bedlam can mimic animal cries and voices in any language and can make its voice to sound from anywhere within 30 feet. A black beast gains a +8 racial bonus on Bluff checks made to imitate another creature's voice.

Skills Black beasts of bedlam receive a +4 racial bonus on Listen, Search, and Spot checks and a +8 racial bonus on Climb, Escape Artist, Jump, and Tumble checks.

Spawned from the madness of deities, black beasts of bedlam are creatures of betrayal, deceit, paranoia, slaughter, and treachery. They are often found wandering the planes of chaos, seeking to sow madness wherever they can.

Strategies and Tactics

Black beasts of bedlam pride themselves on unpredictability. They are as likely to strike out with their spell-like abilities as charge into melee. They are not stupid, however, and do not put themselves at a disadvantage by allowing their chaotic nature to guide them into unwise tactics. Ultimately, their aim is to cause the most fear and mayhem as possible.

A black beast of bedlam's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Ecology

As unnatural creatures, black beasts of bedlam serve no ecological purpose on any plane. They exist to spread discord, madness, and suffering wherever they travel. They possess the uncanny ability to mimic sounds and throw their voices, which they often use to "replay" the voices of their victims.

Environment: Black beasts of bedlam often lurk below ground, in sewers, dungeons, crypts, and caverns, rarely venturing out into the bright light of day.

Typical Physical Characteristics: Nothing about a black beast of bedlam can be described as typical, especially its appearance. Ever-changing in shape and apparent composition, in one moment a black beast might appear as an eye-covered tentacle ball and in the next it might take on an indescribable look without comparison. Most black beasts of bedlam have favorite forms they take on during combat and when interacting with others, but even then they rarely hold that shape for more than a minute at a time.

Alignment: As insane sadists, black beasts of bedlam are paragons of chaotic evil.

Typical Treasure

Black beasts of bedlam have no use for trinkets or material goods and thus they almost never have any kind of treasure.

Black Beast Lore

Characters with ranks in Knowledge (the planes) can learn more about black beasts of bedlam. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)

DC	Result
26	This creature is known as a black beast of bedlam, an amorphous mass of madness and mayhem that can take thousands of forms, each more insane than the last. This result reveals all outsider traits.
31	The touch of black beast of bedlam causes the victim's form to shift and melt in a torrent of screams and agony.
36	A black beast of bedlam can mimic the cries of its victims and uses this ruse to attract prey.

CAVE FISHER

This large insectlike creature hideously combines features of both spider and lobster. Eight legs sprout from its chitinous shell of overlapping plates. Its long snout drips a clear, gooey substance.

CAVE FISHER CR 3

Usually N Medium magical beast

Init +3; **Senses** blind, blindsight 60 ft.; Listen +10, Spot +0

Languages —

AC 16, touch 13, flat-footed 13
(+3 Dex, +3 natural)

hp 25 (3 HD)

Immune gaze attacks, illusions, visual effects

Fort +6, **Ref** +6, **Will** +3

Speed 10 ft. (2 squares), climb 20 ft.

Melee 2 claws +7 (1d6+4)

Ranged filament +6 touch (adhesive)

Base Atk +3; **Grp** +7

Special Actions drag, filament

Abilities Str 19, Dex 16, Con 16, Int 3, Wis 11, Cha 6

SQ adhesive

Feats Iron Will, Stealthy

Skills Climb +20, Hide +9, Listen +10, Move Silently +5

Advancement 4–6 HD (Medium); 7–9 HD (Large)

Filament (Ex) A cave fisher can string out its strong, sticky filament to a length of 60 feet. The filament can be dangled from a high ledge or niche, or strung horizontally across a spot likely to catch flying creatures. Approaching creatures must succeed on a DC 20 Spot check to notice a filament; otherwise they stumble into it and become stuck. A cave fisher can also fire its filament up to 60 feet away (no range increment). If the filament is currently deployed or severed, a cave fisher cannot use this attack.

Reeling in an unattached filament is a full-round action. A cave fisher can disconnect its filament as a free action and load a replacement as a move action.

A filament has 12 hit points and hardness 5. It can be attacked by making a successful sunder attempt. Attacking a cave fisher's filament does not provoke an attack of opportunity. If the filament is currently stuck to a target, the cave fisher takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a filament deals no damage to a cave fisher.

Adhesive (Ex) A cave fisher's adhesive coats its filament, and it can secrete adhesive from its proboscis onto an object or helpless creature. A stuck creature can escape as a standard action with a successful DC 14 Escape Artist check or a DC 18 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

A cave fisher's adhesive can anchor its legs to a surface, granting a +4 bonus on drag attempts and a +4 bonus on checks made to resist being bull rushed. Secreting adhesive in this way is a move action, but a cave fisher can free itself from that spot as a free action.

Alcoholic substances, including cave fisher blood, can dissolve this adhesive, as can a special solvent secreted from its proboscis.

Drag (Ex) Once a creature sticks to a cave fisher's filament, the filament fastens onto the opponent's body. The cave fisher attempts to drag the victim closer on its turn. This activity resembles the bull rush maneuver, except that the cave fisher drags its victim 10 feet closer +1 foot for each point by which its Strength check exceeds the victim's. If a cave fisher draws a creature to within 5 feet of itself, it can make two claw attacks with a +4 attack bonus in the same round.

Skills Cave fishers have a +8 racial bonus on Listen and Climb checks. A cave fisher can always choose to take 10 on Climb checks, even if rushed or threatened.

The cave fisher is a hard-shelled, many-legged subterranean hunter. It traps prey with a highly adhesive filament that extends from its proboscis.

Strategies and Tactics

While secured to stony walls and corridors, a cave fisher waits for victims to blunder into its sticky filament. If a creature avoids the filament, the cave fisher silently reels the filament in, then shoots it with great speed and accuracy, continuing until it hits. Once reeled in, the cave fisher kills and dismembers prey with its pincers.

Its apparent compound eyes are actually multiple ears that help locate prey. A cave fisher typically fires

at the loudest sound—creatures moving silently might escape unnoticed.

Ecology

Cave fishers are nocturnal predators, hunting in small territories within a 100-yard-radius of their lair. They subsist on small, flying creatures—bats in particular. Humanoids are their favorite catch, although these opportunistic creatures attempt to trap bigger prey that they think they can overpower. Cave fishers never attack creatures larger than themselves, or anything in large groups that might come back to hunt them later. When local animals learn to avoid them, cave fishers relocate to a new area with more careless prey.

A cave fisher's self-preservation instinct ensures that it maintains a steady food supply. It cuts prey into small pieces suitable for ingestion, adhering leftover prey to a wall for later consumption. A cave fisher seeks the easiest route for survival, using stealth and cunning to trap prey and avoid other predators.

A typical cave fisher lives over 100 years. Every 20 years, a female emits a high-pitched keening, mating with the first male to answer the call and then killing him. In three days, she lays several eggs inside his corpse. The young hatch a month later, feeding on the carcass until fully grown and then leave to establish their own lairs.

Environment: Cave fishers live underground, preferring dungeons and large caverns with high ledges above well-traveled paths.

Typical Physical Characteristics: A typical cave fisher is 7 feet long and weighs 300 pounds.

Its front two legs end in powerful lobsterlike claws, while the other six spiderlike legs are used for climbing. A cave fisher's filament ends in a sucker-head coated with its powerful adhesive. The filament is housed in a sort of complex organic winch in an armored lump behind its head, where it also stores spares. A cave fisher's solvent and adhesive are stored in frontal cavities.

Alignment: Although some have been known to develop a nasty disposition, most cave fishers are simple hunters, more concerned about food than any form of morality. As such, most cave fishers are neutral.

Typical Treasure

Although a cave fisher does not collect treasure, its lair is strewn with the remains and belongings of its kills. Cave fishers are intelligent enough to realize that such treasure attracts new prey, so they often leave these objects in plain view. A cave fisher has standard treasure for its Challenge Rating, about 600 gp.

For Player Characters

By diluting the adhesive, a cave fisher's filament can be made into very thin, strong rope (hardness 2, 12 hit points, break DC 25, DC 20 Spot check to notice on the ground, cost 250 gp) with a DC 20 Craft (weaving) check. The diluted adhesive can be made with a DC 20 Craft (alchemy) skill check and can be applied to gloves and boots to greatly increase traction (+8 bonus on Climb checks).

A dead cave fisher's adhesive and solvent can be extracted from its cavities, but the substances lose their properties after 1 minute of exposure to air unless treated. A vial of adhesive can be sold for 150 gp, while a vial of solvent goes for 25 gp.

Fresh cave fisher eggs contain a dangerous yet highly intoxicating substance. A single sip intoxicates a humanoid for hours and causes delusions and hallucinations (DC 12 Fortitude save or *confused* for 1d4 hours; on a successful save, *slowed* (as the spell) for 1d4 hours). Drinking an entire egg is poisonous (Ingested, Fortitude DC 14, initial and secondary damage 2d6 Con). Eggs fetch 100 gp on the open market but lose their potency and become worthless in ten days.

Cave Fisher Lore

Characters with ranks in Knowledge (arcana) can learn more about cave fishers. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC	Result
12	This is a cave fisher, an insectile predator of underground caverns. This result reveals all magical beast traits.
17	A cave fisher can "reel in" prey using its sticky filament, much like a fisherman catches fish. Cave fishers often string out their filaments and wait patiently to catch unwary creatures.
22	A cave fisher lacks eyes, but its highly developed auditory receptors allow it to spot creatures within 60 feet.
27	A cave fisher's eggs are highly alcoholic, but also toxic. Its filament can be made into incredibly thin, resilient rope, while its adhesive can be harvested and applied to boots and gloves to improve climbing.

GIANT DRAGONFLY

A blue-green blur snaps into focus, revealing it to be a dragonfly the size of a horse.

GIANT DRAGONFLY **CR 2**

Always N Large vermin

Init +5; **Senses** all-around vision, darkvision 60 ft.; Listen +0, Spot +4

AC 18, touch 14, flat-footed 13
(–1 size, +5 Dex, +4 natural)

hp 22 (4 HD)

Immune flanking, mind-influencing effects

Fort +5, **Ref** +6, **Will** +1

Speed 5 ft. (1 square), fly 60 ft. (perfect)
Melee bite +4 (1d8+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +9
Special Actions motion camouflage

Abilities Str 15, Dex 21, Con 12, Int —, Wis 10, Cha 2
SQ all around vision, mindless
Feats Flyby Attack[B]
Skills Move Silently +9, Search +4, Spot +4
Advancement 5–8 HD (Large), 9–12 HD (Huge)

Motion Camouflage (Ex) A giant dragonfly moves in such a way to create the illusion that it is not moving at all. Once per encounter, a giant dragonfly may make a charge attack such that the target of the charge is flat-footed.

All-Around Vision (Ex) A giant dragonfly's eyes wrap around its head, granting it a +4 bonus on all Search and Spot checks. In addition, a giant dragonfly cannot be flanked.

Skills A giant dragonfly receives a +4 racial bonus on Move Silently checks.

Giant dragonflies are dexterous aerial predators used as mounts by some swamp dwellers. Some sages refer to them as "meganeura," due to the large network of blood vessels in their wings.

Strategies and Tactics

Being mindless, giant dragonflies are not capable of complex strategy—swoop and bite are the extent of their tactics. They are capable of making hit-and-run attacks, biting and retreating multiple times until their prey succumbs. They are more curious than aggressive toward larger creatures and only attack if provoked.

Ecology

Giant dragonflies are integral to the ecosystems of many tropical areas. Consummate predators, they feed on smaller insects (including their mundane dragonfly kin) and even birds, catching them on the wing. It is this speed and grace in flight that allows for their bizarre motion camouflage—the giant dragonfly is capable of maintaining its position relative to a landmark point so that to an observer it doesn't appear to be moving. Meganeura also use their superior flying skills in intricate aerial courtship dances and battles, which can last for hours. Giant dragonflies normally live only a few months, but some rare varieties live for decades, growing continuously throughout their life. These truly monstrous meganeura frequently turn to preying on humanoids to supplement their diet of mammals and reptiles.

Environment: Giant dragonflies prefer warm, wet environments such as tropical forests and marshes. In their larval stage, giant dragonflies are aquatic, so adult meganeura are rarely found more than 50 miles from a body of water.

Typical Physical Characteristics: A giant dragonfly typically has a wingspan of 12 feet and is about 10 feet long. They weigh little more than 200 pounds. Meganeura are brightly colored, usually ranging from emerald green to metallic blue.

Alignment: Being utterly without intelligence, giant dragonflies are always neutral.

Typical Treasure

Giant dragonflies have no use for treasure and rarely kill creatures known to keep it. The hunting grounds of the largest advanced meganeura, however, might have up to 900 gold pieces worth of treasure, usually in the form of weapons and armor left behind by humanoid prey.

For Player Characters

Giant dragonflies are sometimes used as mounts by swamp-dwelling creatures. Player characters might acquire or tame these large insects for use as formidable flying steeds. A properly trained dragonfly mount is worth 4,000 gp on the open market.

Carrying Capacity: A light load for a giant dragonfly is up to 122 pounds; a medium load, 123–266 pounds; and a heavy load, 267–400 pounds. A giant dragonfly can drag 2,000 pounds.

Giant Dragonfly Lore

Characters with ranks in Knowledge (nature) can learn more about giant dragonflies. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
12	This is a giant dragonfly, native to warm swamps and jungles. They're almost always harmless. This result reveals all vermin traits.
17	Giant dragonflies can move in a way so that they don't appear to be coming any closer. Those who study them often call them meganeura.
22	Some giant dragonflies never stop growing. The largest specimens are sometimes used as mounts by various swamp creatures.

DUNGEON PHANTOM

This spectral creature is a twisted mockery of life, with bent and broken limbs, arrows and blades sticking from its body, and a head whose neck has clearly been snapped. It floats above the ground with malice in its dead eyes.

DUNGEON PHANTOM **CR 6**

Always NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Listen +12, Spot +12

Languages Common

AC 16, touch 16, flat-footed 12; Dodge, Mobility (+4 Dex, +2 deflection)

Miss Chance 50% (incorporeal)

hp 52 (8 HD)

Immune undead immunities

Fort +2, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares), fly 50 ft. (perfect)

Melee incorporeal touch +4 (1d6 plus 1d4 Dexterity drain)

Base Atk +4; **Grp** —

Atk Options dexterity drain

Special Actions reset traps, spawn traps, telekinetic manipulation

Abilities Str —, Dex 18, Con —, Int 21, Wis 12, Cha 15

SQ incorporeal traits, treasure bond, +2 turn resistance, undead traits

Feats Dodge, Improved Initiative, Mobility

Skills Craft +16 (trapmaking), Disable Device +16, Hide +15, Knowledge (architecture and engineering) +16, Knowledge (dungeoneering) +16, Listen +12, Open Lock +15, Search +16, Spot +12

Advancement 9–16 (Medium)

Dexterity Drain (Su) Living creatures hit by a dungeon phantom's incorporeal touch attack must succeed on a DC 16 Fortitude save or take 1d6 points of Dexterity drain. The save DC is Charisma-based. On each such successful attack, the dungeon phantom gains 5 temporary hit points.

Reset Traps (Su) A dungeon phantom can reset any trap as a standard action. Pit traps close, spent arrow traps reload, poison gas traps refill their reservoirs. Those who encounter the same trap twice do not earn additional experience points for defeating the trap the second time.

Spawn Traps (Su) As a standard action, a dungeon phantom can spawn a spectral trap anywhere within 50 feet. These traps often occur in the same square as an enemy, who automatically sets off the trap. Traps created in this way remain in place for up to 1 hour. These traps do not actually

exist until sprung and as such they cannot be found (through the Search skill) or disarmed (through the Disable Device skill). *Detect magic* and other similar effects reveal a faint conjuration aura in the trap's square. Spells and effects that detect traps do not detect these spectral traps. A dungeon phantom can have a number of these traps in existence equal to its Intelligence modifier.

Traps spawned in this way can take on one of the three following forms, although others certainly exist (use CR 3 as a guideline for any new traps). All of the attack values and save DCs for these traps are Intelligence-based (attack bonus equals 1/2 HD + Int modifier, save DC = 10 + 1/2 HD + Int modifier). All of these traps have a location trigger.

Arrow Trap: A hail of arrows trap springs into existence where the creature is standing (or when a creature first steps into the square). This trap fires 1d6 arrows at the creature standing in the square, each attacking with a +9 ranged attack bonus. These arrows deal 1d8+2 points of damage each and deal ×3 damage on a critical hit. These arrows seem to come from every direction at once. Once sprung, this trap and all of the arrows vanish.

Elemental Trap: An elemental trap comes into being where the creature is standing (or when a creature first steps into the square). When triggered, this trap explodes into a 10-foot-radius burst of energy, dealing 4d6 points of damage (acid, cold, electricity, or fire). A DC 19 Reflex save results in half damage. Once sprung, this trap vanishes.

Pit Trap: A 5-foot by 5-foot pit trap appears where the creature is standing (or when a creature first steps into the square). Those standing in the square fall down the 60-foot deep pit, taking 6d6 points of damage. A DC 19 reflex save avoids the pit. The pit remains until the spawned trap's duration expires. Those who fall down the pit must find some way out or wait for the duration to expire (at which point they are returned to the area above). The space this pit reaches into is extradimensional and does not interfere with any chambers beneath the one containing the pit. This space does not cause *bags of holding* or other extradimensional containers to rupture.

Telekinetic Manipulation (Su): A dungeon phantom can use an effect similar to *mage hand* as a free action every round, allowing it to affect objects on the Material Plane. It can use this ability to open doors, pick locks, craft traps, disarm traps, and perform other tasks that require careful manipulation. Although the use of this ability is a free action, using skills and taking other actions while using this ability take the standard amount of time. Telekinetic manipulation has no effect on living creatures and cannot be used to effectively wield weapons (although it can be used to trigger traps).

Treasure Bond (Su) Each dungeon phantom is bonded to one particular item (usually magic in nature). This item represents all of the phantom's frustration and lost hopes. As such, the phantom usually guards the item with near fanatical devotion, protecting it with its most deadly traps and guardians. The phantom always knows where its bonded item is, in terms of direction and distance, similar to the spell *locate object*, so long as the item is still in the dungeon. Should a dungeon phantom's bonded item ever be destroyed or removed from the dungeon the phantom is immediately destroyed.

Often found loitering in long-forgotten tombs, bent on guarding their coveted treasure for all eternity, dungeon phantoms are a serious threat to any dungeon delver. Using cunning traps, both spectral and real, these cursed spirits can threaten explorers throughout an entire subterranean complex.

Strategies and Tactics

Dungeon phantoms are amazingly skilled at the construction of traps. As such, their lairs are usually full of deadly contraptions, none of which can harm the phantom. In direct combat, the phantom uses its power to spawn traps while touching as many opponents as it can so as to drain their Dexterity and increase the likelihood that one of their cunning contraptions proves fatal.

Ecology

There are those who spend a good portion of their life in dungeons, looking for the next big prize. These poor souls become addicted to the thrill and the reward. To them, monsters are but nuisances and traps are simply deadly toys. Occasionally, these intrepid adventurers fall victim to the dangers of the dungeon, the ultimate treasure nearly within their grasp. These tortured souls linger on, becoming dungeon phantoms, beings bent upon securing their home and preventing others from stealing the treasure they can never have.

Environment: Dungeon phantoms are always found in trap-laden dungeons, although the form of these dungeons can vary from musty caverns to ancient catacombs.

Typical Physical Characteristics: Dungeon phantoms are as tall as humans, with bodies twisted and broken, as if subjected to hundreds of traps. Since a dungeon phantom is incorporeal it is weightless.

Alignment: Dungeon phantoms hold all forms of life in contempt and consider them a threat to their treasure, making these undead neutral evil.

Typical Treasure

A dungeon phantom always guards one particular treasure above all others. This item can take on any form, from a painting to a magic sword. The item is usually worth at least 2,000 gp, although clever dungeon phantoms hide lesser treasures nearby, hoping to fool plunderers.

Dungeon Phantom Lore

Characters with ranks in Knowledge (religion) can learn more about dungeon phantoms. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (religion)

DC	Result
16	Dungeon phantoms are horrible undead creatures with an affinity for traps, possessing the ability to create and repair them. This result reveals all undead and incorporeal traits.
21	Dungeon phantoms are said to be able to create spectral traps that can catch even the most skilled explorer unawares.
26	All dungeon phantoms are linked to one particular treasure or magic item. If that object is destroyed or stolen, its patron phantom is slain.

GIANT, ROT

Before you is an obese giant, nearly twice the height of a man, with a slightly hunched back and pale lanky hair. Its skin is covered with oozing sores and boils, and in some places looks like it has rotted or been eaten through, revealing the muscle underneath.

ROT GIANT **CR 8**

Usually CE Large Giant

Init +0; **Senses** low-light vision; Listen +7, Spot +7

Aura decay (20 ft., DC 20)

Languages Giant

AC 20, touch 9, flat-footed 20
(–1 size, +3 hide armor, +8 natural)

hp 95 (10 HD)

Immune acid, disease, poison

Fort +12, **Ref** +3, **Will** +4

Spd 30 ft. (in hide armor, base speed 40 ft.)

Melee halberd +13/+8 (2d8+9 plus disease/×3)

Ranged javelin +6 (1d8+6 plus disease)

Space 10 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +17

Atk Options Power Attack

Abilities Str 22, Dex 11, Con 21, Int 10, Wis 12, Cha 7

SQ pus burst

Feats Ability Focus (pus burst), Power Attack, Track, Weapon Focus (halberd)

Skills Craft (any one) +2, Hide –1, Listen +7, Spot +7, Survival +7

Advancement by character class; **Favored Class** fighter

Possessions hide armor, halberd, 2 javelins.

Aura of Decay (Su) A rot giant is surrounded by an aura of foul air that carries the taint of its rotting sickness. Any creature that begins a round within 20 feet of a rot giant must make a DC 20 Fortitude save or be sickened until the beginning of its next round (at which point it might have to save again if the giant is still nearby). Creatures immune to disease are immune to this effect. The save DC is Constitution-based.

Disease (Ex): The weapons and natural attacks of rot giants carry with them a deadly disease. Any creature harmed by such an attack risks contracting skin rift fever—Fortitude DC 20, incubation period 1 day, damage 1d6 Con and 1d4 Cha. This disease causes painful tears to appear all over the infected creature's skin. Anyone coming in contact with the

infected creature after the disease has dealt Constitution damage risks infection (at the same DC). This disease is especially virulent and requires the infected to succeed at 3 consecutive Fortitude saves to overcome. The save DC is Constitution-based.

Pus Burst (Ex) Whenever a rot giant is struck by a piecing or slashing weapon, its pus-filled boils explode in a jet of foul-smelling acidic gore. All creatures adjacent to the rot giant must make a DC 22 Reflex save or take 2d6 points of acid damage. Any creature that fails this reflex save must make an additional DC 22 Fortitude save or be nauseated for 1d4 rounds. Creatures immune to disease or that do not need to breathe are immune to the nausea effect, but not to the acid damage. The save DC is Constitution-based.

Rot giants are distant relatives of common hill giants, long ago blessed (or cursed) by a god of sickness and pestilence. A horrible rotting disease ravages their bodies, leaving rot giants in constant agony. The disease never consumes them, though, and they are trapped living in perpetual torment.

Strategies and Tactics

Rot giants do not throw rocks as do other giants, instead they tend to begin a fight hurling javelins at opponents. After an initial volley, the rot giants charge into melee with their halberds, relying upon their aura of decay to give them the combative edge. Rot giants are not stupid, and they often attack obvious spellcasters first, provided they can reach them.

Ecology

Rot giants were once more like the other giants, but long ago Incabulous, a dark god of pestilence and disease, cursed them. This curse has become so much a part of their being that it would take magic on par with a *wish* or *miracle* spell to undo it for a single rot giant, and even then it would invariably result in the giant's death. While the curse never kills the rot giant, its symptoms mean that the giant is in constant agony from the time it is born until the time it finally dies.

Rot giants hunt for food, eating just about anything they can kill, with little preference as to what it is. They will not, however, eat the flesh of other rot giants or the flesh of an undead creature. They supplement their diet with wild fruits and vegetables, at times, but do not attempt to grow these foods. Because they have prodigious appetites, rot giants tend to overhunt areas fairly quickly and then move on.

Environment: Rot giants prefer to live in temperate forests and hills covered with forests, although they are capable of surviving just about anyplace that supports humanoid or giant life. They tend to lair in fairly shallow caves or caverns, otherwise building crude log cabins in secluded forest clearings. Rot giants tend to be most active during the day.

Typical Physical Characteristics: Rot giants are incredibly obese for giants and have slightly stooped postures. They stand around 12 feet tall and weigh about 2,200 pounds. Females tend to be a few inches shorter and somewhat lighter. Rot giants have sallow skin and blond, platinum, or white hair. They are covered with sores and boils that ooze a foul-smelling acidic puss and are inflicted with a skin condition that causes patches of skin to rot away, revealing the muscle structure underneath. Rot giants have a natural life span of about 150 years, although few make it to old age due to their violent lifestyle.

Alignment: Rot giants are in constant pain and seek to inflict pain on as many other creatures as possible. They happily slaughter those creatures weaker than themselves, and avoid or placate those creatures that are more powerful than themselves. Most rot giants are chaotic evil.

Society

Rot giants tend to live in extended families, with the strongest male making decisions for the group. All rot giants have independent spirits, however, so disputes over leadership are frequent and often incredibly brutal. Once a year or so, several of these extended families come together and the leaders make alliances and marriage arrangements at this time. Young female rot giants are treated like property to be traded, although when a female reaches adulthood she receives a bit of autonomy.

Rot giants tend to avoid other giants—and generally any other creature they feel could pose a serious threat to them—while preying on weaker creatures indiscriminately. It is rare to find rot giants working with any other creatures because of this attitude. A tribe of rot giants moving into an area usually sparks a large pandemic that can wipe out entire nearby communities and often leads to crusades to drive out the plague bringers.

Typical Treasure

Rot giants love treasure, which they often use to try to attract more victims or as symbols of status when two families meet. They have standard treasure for their Challenge Rating (about 3,400 gp) made up almost entirely of coins and goods taken from victims.

Rot Giants with Class Levels

The favored class of a rot giant is fighter: life is brutal for them, and training for combat comes naturally to most. Rot giant spellcasters are rare, although they do occasionally produce clerics worshiping Incabulous, the same god of disease that cursed their race

in ages past, these clerics are well respected by other rot giants and have access to the Death, Destruction, and Evil domains.

Level Adjustment: +6

Rot Giant Lore

Characters with ranks in Knowledge (nature) can learn more about rot giants. When a character makes a successful skill check the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
18	This creature is a rot giant, a terrible relative of the hill giant. This result also reveals all giant traits.
23	Despite their sickly appearance, rot giants are powerful combatants possessing great strength. Their touch carries with it a deadly disease.
28	The taint of a rot giants sickness exudes out of its sores and can sicken any creature that comes too close to it.
33	When struck with a slashing or piercing weapon, the acidic puss from the giant's sores can burst forth, showering those nearby.

GOLEM, CANNON

A towering figure of iron and wood stands before you. A pungent alchemical smell assails your nostrils as it turns on its stout legs. An iron cylinder ending in a head-sized hollow occupies the center of its barrel-shaped chest.

CANNON GOLEM **CR 14**

Always N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 28, touch 10, flat-footed 28
(–1 size, +1 Dex, +18 natural)

hp 135 (19 HD); **DR** 10/adamantine

Immune construct traits, magic

Fort +6, **Ref** +7, **Will** +6

Speed 20 ft. (4 squares)

Melee 2 slams +21 (2d6+9)

Ranged cannon +13 (3d6+13)

Space 10 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +26

Special Actions cannon, self-destruct

Spell-like Abilities (CL 9th):
at will—*fireball* (DC 22)

Abilities Str 28, Dex 12, Con —, Int —, Wis 10, Cha 8

SQ Construct traits

Feats —

Skills —

Advancement 20–34 HD (Large), 35–45 HD (Huge)

Immunity to Magic (Ex) A cannon golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Any magical attack against a cannon golem that deals more than 10 points of fire damage prevents the golem from using its cannon, fireball, or self-destruct abilities for 1 round. This can be used to suppress its self-destruct ability after it has been initiated, delaying the effect for 1 additional round.

A *warp wood* or *wood shape* spell slows a cannon golem (as the *slow* spell) for 2 rounds, with no saving throw.

Cannon (Ex) This construct gets its name from the cannon that occupies the center of its chest. Once per round, as a standard action, the golem can fire a stone projectile as a ranged attack with a range increment of 200 feet. The cannon deals 3d6 points of damage plus 1–1/2 times the golem's Strength modifier (this is typically 3d6+13 damage). This damage is affected by changes in the golem's size and Strength. The projectile shatters into dust and gravel upon impact.

In addition, if the golem has a foe grappled, it may use its cannon once per round in place of a damaging grapple attack. This requires a grapple check, with success dealing automatic cannon damage.

Self-Destruct (Ex) A cannon golem can initiate a self-destruct as a full-round action. The golem issues forth a shower of smoke and sparks during this round. On its following initiative it immediately explodes, sending out four spheres of destructive fire to strike targets up to of 1,200 feet away. The golem may aim these spheres with a ranged touch attack as its last act. If a target is struck by one of these spheres it takes 2d6 points of bludgeoning damage (no save) and receives no save against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. The golem may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. A DC 28 Reflex save halves the damage. The save is Strength-based. If a creature is in the area of more than one sphere, it must save separately for each. Fire resistance applies to each sphere's damage individually.

Fireball (Sp) As a full-round action, a cannon golem can fire an explosive ball of fire equal to a *fireball* cast at a sorcerer level of half of the golem's Hit Dice. The save DC is Strength-based.

No one is sure who first created a cannon golem, but these constructs proved to be extremely effective at bringing down enemy walls and fortifications. Although costly to create, these golems are popular in times of war. On occasion, a golem of this sort becomes separated from its creator and wanders aimlessly, seeking to fulfill its destructive last orders.

Strategies and Tactics

Cannon golems typically are more concerned with destroying buildings than living things, and if left alone will simply level every structure in sight before wandering away. If a creature attempts to impede their progress, cannon golems respond violently, using their slam attacks on anyone within reach and their ranged attacks against more distant foes, concentrating on taking out foes who seem capable of inflicting harm. They are aware of the effect fire has on them and avoid using their *fireball* attacks if they themselves would be caught in their radius. They have been known to charge and initiate a grapple on any foe who they have trouble striking with their other attacks. Cannon golems that perceive they might soon be destroyed initiate their self-destruct.

A cannon golem's creator can command the golem when it is within 60 feet and can see and hear him. If uncommanded, a golem usually follows its last instructions to the best of its ability. The creator can give the golem a simple command to govern its actions in his absence, even ordering it to obey the commands of another person (who might in turn place the golem under someone else's command). Reassuming control over the golem is as simple as commanding it to obey its creator alone.

A cannon golem is usually seen under the control of a spellcaster or other commander during sieges against large walled cities. Sometimes an evil creature gains control of one and uses it to terrorize and extort smaller communities.

Ecology

As constructs, cannon golems have no need to sleep, eat, or breathe. They hold no place in the natural order, existing wherever their creator places them. They have no natural prey but attack whomever and whatever they are directed to by their controller. They do not reproduce and have no understanding of how they were created. They follow only the last order issued to them by their master, which typically involves destroying buildings and walls.

Environment: As constructs, cannon golems can exist anywhere. But since they are usually created to

attack strongholds and walled cities, they are rarely found in subterranean or underwater environments. They are most often found near civilized lands.

Typical Physical Characteristics: Cannon golems usually appear as bipedal creatures, standing about 15 feet tall and weighing close to 4,000 pounds. Their bodies are made of stout timber and iron, with their chests dominated by a protruding muzzle from which they fire their projectiles and *fireballs*. Newly built cannon golems are often painted and decorated with filigree and heraldic markings, while older ones bear gouges and shows signs of patchwork and repair.

A cannon golem does not speak or make any vocal noise. It has a distinct odor of gunpowder. Its movements seem ponderous and slow, belying its natural agility in combat. Its heavy stature causes even most sturdy surfaces to shudder with its every step.

Alignment: Cannon golems are mindless and are thus always neutral, having no desires and existing only to obey orders.

Typical Treasure

A cannon golem possesses no treasure and does not usually have a lair. It is possible that a cannon golem that remains in a single area for a long period of time might accumulate treasures scattered about among the remains of unfortunate travelers. The scrap from a destroyed cannon golem's body can be collected and sold, but is usually only worth 1/1,000th the golem's construction cost.

For Player Characters

A player character might consider constructing a cannon golem as a guardian or siege weapon, although its construction requirements and cost prove prohibitive to all but high-level PCs. Cannon golems are best suited for destruction and do not typically make good defenders.

A cannon golem's body must be assembled from 3,000 pounds of pure iron and 1,000 pounds of solid hardwood (such as oak). In addition, a small masterwork cannon costing 1,500 gp must be used as the central piece of the golem's body. The whole of the body is infused with alchemical powders and admixtures costing at least 7,500 gp. Creating the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 17th; Craft Construct, *fireball, major creation, meteor swarm, minor creation, polymorph any object*, caster must be at least 17th level. Price 159,000 gp; Cost 84,000 gp + 6,000 XP.

Cannon Golem Lore

Characters with ranks in Knowledge (arcana) can learn more about cannon golems. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC	Result
19	This appears to be a construct of some sort. This result reveals all construct traits.
24	This is a cannon golem, a construct created solely for the purpose of destroying fortifications by firing large stony projectiles. They usually ignore creatures in favor of destroying buildings.
29	Cannon golems can expel balls of fire and explode with massive destructive force when facing imminent destruction.
34	Cannon golems are immune to most types of energy damage. Their wooden parts seem the most vulnerable to magical effects.

MAEDAR

This being appears to be a male human with a muscular frame and bald head, wearing only a simple loincloth. His cold eyes resemble those of a serpent's, and his skin is unusually smooth and completely hairless.

MAEDAR **CR 4**

Usually LE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Listen +5, Spot +5

Languages Common, Infernal

AC 15, touch 12, flat-footed 13
(+2 Dex, +3 natural)

hp 39 (6 HD)

Immune medusa poison, paralysis, petrification (as well as any magic intended specifically to inhibit movement, such as *hold person* and *slow*)

Fort +4, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Melee 2 slams +9 melee (1d6+3)

Base Atk +6; **Grp** +9

Atk Options Combat Expertise, Improved Sunder, Power Attack

Special Actions adamantine strike, ferocity, stone to flesh (DC 14)

Abilities Str 16, Dex 14, Con 14, Int 13, Wis 12, Cha 12

SQ earth walk, medusa blood, transfer essence

Feats Combat Expertise, Improved Sunder, Power Attack, Track[B]

Skills Disguise +5, Hide +7, Listen +5, Move Silently +7, Spot +5, Survival +6

Advancement by character class; **Favored Class** ranger

Level Adjustment +4

Adamantine Strike (Ex) A maedar's fists are extremely hard and can punch through most materials. A maedar's slam attacks are treated as adamantine weapons for the purpose of overcoming damage reduction and hardness.

Ferocity (Ex) A maedar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Stone to Flesh (Su) Five times per day, on a successful melee touch attack, a maedar can use *stone to flesh* as the spell (caster level 12th).

Earth Walk (Su) A maedar can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. A maedar requires a full round of concentration to activate or deactivate this power. The maedar moves at its normal speed without hindrance, leaving behind no tunnel or hole, nor creating any ripple or other signs of its presence. A *move earth* spell cast on an area containing a maedar using its earth walk ability flings the maedar back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Medusa Blood (Ex) For all special abilities and effects, a maedar is considered a medusa. Maedar, for example, can use or create medusa weapons and magic items with racially specific medusa powers as if they were ordinary medusas.

Transfer Essence (Su) A maedar that senses its impending death can transfer its life force into the surrounding earth and rocks. A maedar can only use this ability while in contact with stone, dirt, or almost any other sort of earth except metal. This act kills the maedar's body, but its spirit lives on. The maedar's consciousness drifts through the ground until it encounters crystals, such as feldspar or amethyst. The maedar's spirit then permanently merges with the rock crystal, becoming a glyptar (see below).

The little-known male counterpart to medusas, maedars lack the petrifying gaze of their species' females. A maedar can take his pick among available medusas, but once chosen he mates for life. A maedar shows a fierce devotion to his mate and goes to any length to assist or avenge her. A maedar can easily restore a petrified medusa with his stone to flesh power. A widowed maedar pursues his mate's killer relentlessly.

Strategies and Tactics

A maedar often enters combat unarmed, slamming opponents with his powerful fists. To terrify his opponents, a maedar sometimes smashes victims a medusa has petrified and transforms the remains back into bloody chunks of flesh. When a maedar faces certain death, he may surrender his life as a last resort by becoming a glyptar. If confronted by a very powerful enemy, the maedar and his mate attempt to flee.

Ecology

Because of the maedar's rarity, most sages do not know of its existence. The reclusive maedar generally remains in the lair it shares with a medusa, guarding the pair's hoard of food and treasure while his mate hunts. A maedar's stone to flesh power provides food for him and his mate; he smashes her petrified victims with his fists and then transforms them into raw flesh, which they both consume.

Most medusas have no choice but to mate with blinded or blindfolded human males, as a maedar can be difficult to find. Such a pairing produces two to six eggs that hatch into either human males that turn to stone upon the sight of their mother or fledgling medusas. When a medusa is able to find a maedar to mate with, their offspring are generally medusas, although a minute percentage born from such a pairing are maedar.

Although generally antisocial, a maedar sometimes cooperates with evil creatures such as kobolds, orcs, and even devils. A maedar might provide security for such

creatures, or some other reward for servitude. Maedar abhor being forced to serve other creatures, and will always take revenge for such an affront.

Environment: Maedar are most often encountered in areas frequented by their medusa mates, primarily warm marsh environments.

Typical Physical Characteristics: A typical maedar is 5 to 7 feet tall and about the same weight as a human.

Alignment: Maedar share the same calculating cruelty of their mates, making the majority of them lawful evil.

Typical Treasure

Maedar value jewels and jewelry above all else and can typically be found with approximately 800 gp worth of gems and a few potions (usually *bull's strength* and two *potions of cure light wounds*).

Maedars as Characters

The favored class of a maedar is ranger. Maedar clerics have access to two of the following domains: Earth, Healing, Knowledge, and Protection. Although medusae and maedar both respect Skoraeus the Living Rock, they do not typically worship any deity in particular.

Glyptar

A glyptar is a tiny crystal infused with the spirit of a maedar. It typically forms below the earth, and cannot free itself from being buried. Removing a glyptar intact from the ground allows the maedar's spirit to animate the crystal. Able to fly at a speed of 25 feet per round, with perfect maneuverability, the glyptar retains the maedar's mental ability scores (Int, Wis, Cha) and memories.

A glyptar can use *animate objects*, as the spell (caster level 20th) at will, on any inorganic object if firmly attached to it. It has direct control over any object it animates. A glyptar set in the hilt or handle of a melee weapon allows the weapon to function as if it has the dancing quality, allowing the glyptar to make attacks with the weapon using the maedar's base attack bonus and Strength bonus on damage rolls. Setting the crystal in the eye of a stone statue allows the glyptar to animate the statue. A glyptar can animate a part of a larger object (such as a section of a wall), although it cannot control an area larger than 10 feet on a side. When attached to a magic item the glyptar makes Use Magic Device checks to activate the item as if it had 10 ranks in that skill (or the maedar's ranks, if higher). All of these effects end if the glyptar is removed from or removes itself from the item.

A glyptar retains all of the maedar's powers, except for the ability to transfer its essence. It can use its *stone to flesh* attack and can use this power through any object it animates. A glyptar can use its earth walk ability, taking any object it animates with it. A glyptar also has the same traits as a construct. It has both darkvision out to 90 feet and low-light vision.

A glyptar only cooperates with living beings when it chooses to do so. It cannot speak but can use an appropriate animated object to write out messages in any language that the maedar understood.

Shattering a glyptar's stone destroys it and frees the maedar's spirit to take its place in the afterlife. A glyptar has damage reduction 8/adamantine and 5 hit points.

Maedar Lore

Characters with ranks in Knowledge (nature) can learn more about maedars. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
14	Maedars are the male counterparts of the medusa species. They are extremely rare. This result also reveals all monstrous humanoid traits
19	A maedar's fists are as hard as adamantine. They have numerous earth-ralated powers and can turn a medusa's victim back into flesh.
24	A dying maedar can transfer his essence into a special crystal known as a glyptar. This stone retains much of his memories and powers. A glyptar can animate objects as well.

OBLIVIAX

This thick, pitch-black moss grows in minute patches, carpeting the surface it lays on. The moss gives off the odor of damp earth, and its small, glossy ebon leaves and flowers almost seem to quiver, as if in anticipation of something.

Note: Often referred to as memory moss, obliviax is little more than a small patch of black moss with a unique ability. This hazard can steal the memories of those who wander too close, including the spells of spellcasters, and bestow this knowledge to a spawned mossling. This mossling is mobile and can cast the spells stolen during its creation. Refer to the Memory Hazard sidebar for the qualities of obliviax as a hazard.

OBLIVIAX MOSSLING **CR 1**

Always NE Diminutive plant

Init +2; **Senses** blindsight 60 ft.; Listen +1, Spot +1

AC 16, touch 16, flat-footed 14
(+4 size, +2 Dex)

hp 9 (1 HD)

Immune critical hits, gaze attacks, illusions, mind-affecting effects, paralysis, poison, polymorph, sleep effects, stunning, visual effects

SR 12

Fort +4, **Ref** +2, **Will** +1

Speed 20 ft. (4 squares)
Melee slam –1 (1d2–3)
Space 2–1/2 ft.; **Reach** 2–1/2 ft.
Base Atk +0; **Grp** –15
Special Actions stolen spells

Abilities Str 5, Dex 15, Con 14, Int 8, Wis 13, Cha 14
SQ camouflage, plant traits
Feats Toughness
Skills Hide +14, Move Silently +6
Advancement 2–4 HD (Tiny); 5–10 HD (Small)

Blindsight (Ex) An obliviax mossling's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet. An obliviax is blind (but has the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Stolen Spells (Sp) An obliviax mossling can cast some of the spells stolen by its parent patch of obliviax when it was created. Although all the spells are stolen, an obliviax mossling can only cast spells of a level equal to or lower than its Hit Dice. The caster level for a stolen spell is the minimum caster level needed to cast the spell, regardless of the original caster's level. The save DCs are Charisma-based. The mossling casts its stolen spells as if they were spell-like abilities, although once it casts a spell, it cannot reuse that spell. If the obliviax stole the memories of a spellcaster who does not prepare spells, then the remaining spells per day are determined randomly from the caster's list of spells known.

Camouflage (Ex) Obliviax mosslings appear like mounds of ordinary moss while stationary. Creatures must make a DC 20 Spot check to notice one before it attacks. Anyone with ranks in Knowledge (nature) can use that skill instead of Spot to notice the mossling.

An obliviax continually hungers for the memories of intelligent creatures, leading adventurers to call it "memory moss." This moss first evolved by growing upon the graves of powerful spellcasters or the fallen towers of besieged wizards. Although obliviaxes can gain some sustenance from soil and water, they crave the mental energy of living creatures, which give the plants vitality and nourishment. The sensations of what life is like for mobile creatures allow the moss to see the world beyond its limited area of influence.

Strategies and Tactics

A patch of memory moss tries to steal the memories and spells of any intelligent creature it can sense. The bane of most spellcasters, an obliviax is selective enough to target them first (preferring wizards, then clerics, then other spellcasters) before non-spellcasters. An obliviax targets a new creature every round with its memory theft ability until its attack succeeds, at which point it reaches satiation and does not attack again for 24 hours.

If opponents attack an obliviax after it has stolen spells from a creature, it forms a mossling. The moss has no other means of defense and is basically helpless without stolen spells. Obliviaxes are aware of each other, but do nothing to aid others of their kind.

Ecology

Evil beings sometimes plant obliviax moss to act as guardians or spies, utilizing the secrets they steal. Some cults of the demon princess Zuggtmoy have reportedly been working with obliviaxes in exchange for the promise of giving them bodies to move around in. An obliviax can be safely transported in a lead box to block its powers, as it gladly attacks any creature trying to use the moss for its own ends.

Environment: Obliviaxes prefer warmer climates with a good balance between wet and dry seasons, but cannot abide too much water, excessive cold, or desert climates. Obliviaxes most commonly grow on tree trunks, high branches, fallen logs, or on large piles of rotten leaves. Rarely, small colonies of memory moss grow in poorly lit tunnels or caverns. New obliviaxes sprout from spores blown about by the wind or from sprigs inadvertently tracked about by a mobile creature. Although obliviaxes do not require sunlight to grow, they do need daylight to trigger spore production and are therefore not normally found in subterranean areas. While more than one obliviax often grows in the same area, they do not cooperate with each other in any way and compete for the best available memories.

MEMORY HAZARD

Obliviax (CR 2): Obliviax, or memory moss, feeds off the memories and experiences of those who wander nearby. A patch of obliviax can continuously *detect thoughts* as per the spell (DC 12 Will negates) within a 60-foot radius. After successfully reading a creature's thoughts, an obliviax can immediately determine if the creature is a spellcaster. This ability functions like *detect evil*, except that the strength of the aura corresponds to the character's caster level, if any, and instantly reveals to the obliviax whether the creature uses arcane or divine magic, and whether the caster prepares spells or casts spontaneously.

On the round following detection, an obliviax can steal the memories of an intelligent creature within 60 feet. It can attempt this theft only once per round. The affected creature must succeed on a DC 14 Will save or lose all recollection of the last 24 hours. If the target is a spellcaster who prepares spells, all prepared spells are lost until the target rests to prepare them again. If the target is a spellcaster who does not need to prepare spells, the target loses all remaining spells per day until he rests again. An affected creature takes 1d3 points of Wisdom damage, becoming baffled and disoriented, with all memory of the previous 24 hours completely blanked out. Surrounding the moss with lead blocks this power totally. This is a mind-affecting compulsion effect. This effect cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells. Obliviaxes prefer the memories of arcane spellcasters who prepare spells above all others.

An obliviax can form a tiny part of itself into a vague moss imitation of the creature whose memories it most recently stole. Forming such a mossling takes 1 round. The mossling allows the obliviax to cast any spells it has stolen. This mossling never strays farther than 30 feet from its parent moss patch. After stealing one creature's memories, a patch of obliviax goes dormant for 24 hours to digest its meal while its mossling remains animate to defend it.

A patch of obliviax is destroyed if it suffers any amount of cold damage or more than 10 points of fire damage.

Typical Physical Characteristics: A patch of obliviax is roughly 4-foot square and weighs less than 1 pound.

Alignment: Both parent patches of obliviax and mosslings harbor an innate hatred of mobile beings and thus are almost always neutral evil.

For Player Characters

A creature can regain its stolen memories, or gain memories stolen from someone else, by eating the obliviax patch that stole them (the patch, not the mossling). As a full-round action, a creature can scrape up an obliviax and ingest the entire moss while it is still alive. The eater must succeed on a DC 15 Fortitude save or take 1d3 points of Constitution damage and be sickened for 3d6 minutes. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws. If the mossling is killed before the patch is eaten, the memories and spells it stole cannot be recovered by any means short of a *wish* or *miracle*.

If the eater succeeds on his saving throw, he gains all the memories and whatever uncast spells the obliviax had remaining. If the eater was not the obliviax's victim, he retains the memories and spells for 24 hours. Any remaining spells are considered temporary bonus spells, and the caster level for a stolen spell is the minimum caster level needed to cast the spell, regardless of the original caster's level. In order to successfully cast any of the stolen spells, a character must succeed on either a Spellcraft check or an Intelligence check (DC 10 + spell level) or the spells fizzle away harmlessly when cast.

Obliviax Lore

Characters with ranks in Knowledge (nature) can learn more about obliviaxes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
12	An obliviax is a dangerous plant sometimes known as memory moss for its ability to steal memories. This result reveals all plant traits.
17	An obliviax can spawn a small plant creature known as a mossling that can cast the spells stolen by the parent moss. They favor the memories of arcane spellcasters. These mosslings also know the stolen memories of their victims.
22	Eating a patch of memory moss while the mossling is still alive grants the thoughts and spells recently stolen by it. This can be dangerous, however, as obliviaxes are poisonous.

SCARECROW

This figure wears tattered, dirty rags over its thin frame, and appears mostly humanoid—except, in place of its head rests a large gourd with a face carved into it, a fiery light burning in its eye holes. The creature moves with a jerky, uneven gait, cackling madly like a hyena.

SCARECROW **CR 3**

Always N Medium construct

Init +0; **Senses** all-around vision, darkvision 60 ft., low-light vision; Listen +0, Spot +4

Aura unsettling presence (60 ft., DC 12)
Languages understands creator's orders

AC 14, touch 10, flat-footed 14
(+4 natural)
hp 47 (5 HD); DR 5/slashing or bludgeoning
Immune cold, construct immunities
Fort +1, **Ref** +1, **Will** +1
Weakness vulnerability to fire

Speed 20 ft. (4 squares)
Melee 2 claws +5 each (1d6+2 plus cowering touch)
Base Atk +3; **Grp** +5
Special Actions cowering gaze, cowering touch

Abilities Str 15, Dex 10, Con —, Int —, Wis 11, Cha 10
SQ camouflage, construct traits
Feats —
Skills Search +4, Spot +4
Advancement 6–10 HD (Medium); 11–15 HD (Large)

All-Around Vision (Ex) A scarecrow's rotating head gives it a +4 racial bonus on Spot and Search checks, and it can't be flanked.

Unsettling Presence (Su) A scarecrow can unsettle foes with its mere presence. The ability takes effect automatically whenever it attacks. Creatures within a 60-foot radius with fewer HD than the scarecrow must succeed on a DC 12 Will save or become shaken for 2d6 rounds. A creature that succeeds at this save remains immune to the scarecrow's unsettling presence for 24 hours. The save DC is Charisma-based.

Cowering Gaze (Su) Once per round, as a standard action, a scarecrow can focus its gaze on one creature within 40 feet. Any intelligent humanoid that meets the scarecrow's gaze must succeed on a DC 12 Will saving throw or cower for 2d4 rounds. The save DC is Charisma-based.

Cowering Touch (Su) If a scarecrow hits with a claw attack, the victim must succeed on a DC 12 Will saving throw or cower for 1d4 rounds. The save DC is Charisma-based.

Camouflage (Ex) Since an animated scarecrow looks like an ordinary scarecrow when at rest, it takes a DC 20 Spot check to notice anything unusual before it attacks. Anyone with ranks in Knowledge (arcana) or Knowledge (nature) can use one of those skills instead of Spot to notice the scarecrow.

Skills A scarecrow has a +4 racial bonus on Search and Spot checks.

The scarecrow is a magically created automaton, much less powerful than a golem due to its simple construction methods. A scarecrow obeys its creator without question.

Strategies and Tactics

A scarecrow uses its gaze attack to incapacitate an opponent before entering melee. A victim meeting its gaze stands and gapes, rooted to the spot, while the scarecrow tears it to pieces with its twig and straw claws. If a scarecrow faces numerous foes, it tries to immobilize opponents with its gaze attack to deal with them later. A scarecrow always attacks until destroyed or ordered to stop.

Because of their combustible construction, scarecrows are especially susceptible to fire and avoid it unless ordered otherwise.

A scarecrow sometimes lies motionless, often hanging in a field like a mundane scarecrow. When its creator commands (or when foes come near), it springs to life and attacks with its claws.

Ecology

Scarecrows are mindless constructs and do not eat, sleep, or breathe. Scarecrows exist only to serve their creators without regard to their own safety. They obey simple instructions from their creators, endlessly following orders if they require no interpretation.

Evil clerics who venerate Nerull or vengeful deities of nature or agriculture most commonly create scarecrows as simple guardians or assassins. Druids or farmers who join secretive evil cults use scarecrows to terrorize their neighbors.

Environment: Scarecrows are found anywhere humanoids live, especially rural areas.

Typical Physical Characteristics: A scarecrow is usually 6 feet tall and weighs 50 pounds. Each scarecrow has a unique appearance, although its body and limbs are always made of cut wood (often broomsticks or garden stakes) bound together with rope. This frame is covered with cloth stuffed with grass or straw. A bulbous, hollowed vegetable such as a pumpkin or gourd serves as the head. Its leg and elbow joints are double-jointed, and the head can rotate in all directions. When a scarecrow uses its gaze attack, the lights in its eyes flare menacingly.

Typical Treasure

Scarecrows do not collect treasure.

For Player Characters

While few adventurers would consider a scarecrow when building a construct guardian, their low cost and ease of construction make them a common choice among low-level spellcasters. In addition to the following basic construction, a number of common variants exist as well.

Construction

A scarecrow is built from wood. It also requires securing two candles with *continual flame* inside the pumkin head. The materials cost 500 gp. The creature's master can assemble the body himself or hire someone else to do the job. Creating the body requires a DC 15 Craft (weaving) or a DC 15 Craft (woodworking) check.

CL 7th; Craft Construct, *cause fear, lesser geas,* and *mending;* Price 5,000 gp; Cost 2,750 gp + 180 XP.

Conscious Scarecrows

Scarecrows are occasionally created, whether purposefully or accidentally, with gourds that grew on unhallowed ground. Such scarecrows might spontaneously gain a fiendish sentience and no longer follow their creators' commands (unless they choose to do so). Such scarecrows stalk the night, hating all humanoids and killing any they encounter.

Conscious scarecrows have an Intelligence of 10 and gain feats and skills as appropriate to their Hit Dice. A typical conscious scarecrow selects Ability Focus (cowering touch) and Weapon Focus (claw) for feats. Its alignment is always neutral evil. A conscious scarecrow has a Level Adjustment of +4 and is CR 4.

Intentionally creating a conscious scarecrow requires *unhallow* as an additional construction prerequisite and a caster level of 9th.

Dread Scarecrows

Necromancers and other practitioners of the black arts sometimes bind an undead spirit to a scarecrow, granting it additional powers. A dread scarecrow is a quested scarecrow with the following additional abilities: It has resistance to electricity 5, often wields a scythe (and gains proficiency with it), and gains the curse of pestilence special ability.

Curse of Pestilence (Su) A dread scarecrow can use *summon swarm* 3/day (CL 5th). The swarm only attacks its chosen target.

A dread scarecrow is CR 4. Its alignment is always neutral evil and requires *summon swarm* as an additional prerequisite for construction.

Quested Scarecrows

Scarecrows can be constructed to slay a specific target creature. To do so, the clothes worn by the scarecrow must come from the intended victim (or in the case of a non-humanoid, bits of fur, scales, skin, and so on) A quested scarecrow focuses its attacks on the intended victim, only attacking others to get to the target. Once it has slain its intended victim, the scarecrow crumbles into dust.

A quested scarecrow has the following additional special quality:

Locate Target (Su) A quested scarecrow can hunt its programmed victim as if it were continuously under the effects of a *locate creature* spell (caster level 11th).

Quested scarecrows require *geas/quest* rather than *lesser geas* as a construction prerequisite and a caster level of 11th.

Scarecrow Lore

Characters with ranks in Knowledge (arcana) can learn more about scarecrows. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC	Result
13	This is an animated scarecrow, a mindless construct. This result reveals all construct traits.
18	Both a scarecrow's gaze and touch have a power that causes victims to cower in fear.
23	A scarecrow can remain perfectly motionless to appear mundane, and can rotate its head fully to see in any direction.
28	Scarecrows sometimes gain consciousness and hunt living beings. Others can be crafted with special powers to track and slay a chosen victim.

SEEDROACH

Scuttling toward you is a squat insect the size of a cat. Although it is shaped much like a cockroach, its head ends in a strange cluster of tubes and points. On closer observation, its legs are more like sticks, and its body has a barklike appearance.

SEEDROACH **CR 1**

Always N Tiny plant

Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +3

AC 16, touch 14, flat-footed 14
(+2 size, +2 Dex, +2 natural)

hp 14 (2 HD)

Immune plant immunities

Resist cold 10, electricity 10

Fort +4, **Ref** +2, **Will** +0

Weakness vulnerable to fire

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +5 (1d4–1 plus inject seed)

Space 2-1/2 ft.; **Reach** 2–1/2 ft.

Base Atk +1; **Grp** –8

Atk Options inject seed

Abilities Str 9, Dex 15, Con 12, Int 1, Wis 11, Cha 3

Feats Toughness, Weapon Finesse[B]

Skills Climb +7, Hide +11, Move Silently +3, Spot +3

Advancement —

Inject Seed (Ex) The bite of a seedroach carries with it a seed that incubates in flesh. Any creature bitten by a seedroach must succeed at a DC 12 Fortitude save or the seed takes root. Treat the seed like a disease with an incubation period of 1 day that deals 1d4 points of Dexterity damage each day as the seed grows. During this period, the victim grows stiff and wooden, his skin gaining a barklike texture. Any creature that reaches 0 Dex as a result of the seed transforms into a cockroach tree (see below). Two successful saving throws in a row kills the seeds. The save DC is Constitution based.

When the seeds are growing, a *remove disease* spell halts their growth, and a DC 20 Heal check cuts them out. Regardless of the result, a Heal check made in this manner deals 1d4 points of damage to the victim. Once the victim has turned into a cockroach tree, only a *limited wish*, *wish*, or *miracle* spell can return him to life.

SEEDROACH SWARM **CR 7**

Always N Tiny plant (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +5

AC 16, touch 14, flat-footed 14
(+2 size, +2 Dex, +2 natural)

hp 80 (14 HD)

Immune plant immunities, swarm immunities

Resist cold 10, electricity 10; half damage from piercing and slashing weapons

Fort +10, **Ref** +8, **Will** +4

Weakness swarm vulnerabilities, vulnerability to fire

Speed 30 ft. (6 squares), **climb** 20 ft.

Melee swarm (3d6 plus inject seed)

Space 10 ft.; **Reach** 0 ft.

Base Atk +10; **Grp** —

Atk Options distraction, inject seed

Abilities Str 9, Dex 15, Con 12, Int 1, Wis 11, Cha 3

SQ swarm traits

Feats Ability Focus (inject seed), Improved Initiative, Lightning Reflexes, Stealthy, Toughness, Weapon Finesse[B]

Skills Climb +7, Hide +15, Listen +2, Move Silently +7, Spot +5

Advancement —

Inject Seed (Ex) As above, but the Fortitude save DC to resist is 20 and the seeds deal 1d6 points of Dexterity damage per failed save. The save DC is Constitution based

Distraction (Ex) Fortitude DC 18, nauseated 1 round. The save DC is Constitution based.

Seedroaches are the mobile reproductive stage of the horrible cockroach tree.

Strategies and Tactics

Seedroaches do not possess great tactical abilities. They prefer to stalk lone creatures, following them for miles in an attempt to isolate and inject prey with their deadly seeds. Once a seedroach has

successfully injected a seed, it does not try to escape, especially if it can distract its opponents from other seedroaches waiting to strike. They fear fire, and flee it if possible.

Sometimes, cockroach trees disgorge whole swarms of seedroaches. When swarming, seedroaches have no regard for their own safety, engulfing and injecting all living things in their path.

Ecology

The cockroach tree is one of the few plants capable of growing in even the most blighted magical wastelands. It doesn't need water, or even sunlight, to survive, so long as it holds a reservoir of blood within. It grows no leaves on its twisted branches, instead forming dozens of chattering, twitching seedroaches. These seedroaches are disgorged when the tree has access to water, sun, or blood (such as that of a creature killed near its roots).

A seedroach has a life span of six months after being released from its tree and can survive on only a minimal amount of water. Few creatures can stand to eat seedroaches, but ghouls seem to appreciate their flavor. Seedroaches are not especially particular about their hosts, although they seem to show a peculiar affinity to humanoid victims. When a seedroach bites, it injects a small but rapidly growing seed, which swiftly begins converting its host into plant matter. By the time the unfortunate creature is rendered immobile, it is entirely plant matter except for a central hollow, which fills with the remainder of the creature's blood. The new cockroach tree takes root and begins to produce seedroaches. Within three months, the sapling has grown seedroach buds, and the cycle soon begins anew.

Seedroaches are highly controversial creatures among druids. Some view them as symbolic of nature's ability to survive in the most brutal of conditions, whereas others view them as an infectious menace, a corruption of the natural order.

A cockroach tree has hardness 5, 50 hit points, DR 5/slashing, and fire vulnerability. It is incapable of action but at any time has 2d6 seedroaches that it can unleash to defend itself.

Environment: Cockroach trees are capable of growing anywhere, and seedroaches can roam great distances in search of hosts. Only the most remote reaches of the world are safe from them. Oddly, they seem to avoid areas already rich in plant life—few forests harbor cockroach trees, but they are often found in grasslands or savannas.

Typical Physical Characteristics: A seedroach resembles a cockroach about 18 inches long. Its body has the appearance of wood or bark, and strange fibers grow from its shells. A seedroach weighs about 4 pounds. Cockroach trees can grow to up to 40 feet tall.

Alignment: Seedroaches are imbued with only the slightest intelligence—they are incapable of making the moral decisions necessary to have any alignment other than neutral. Cockroach trees are completely non-intelligent, although it is rumored that some still retain memories of their original lives and might spare those they once knew.

Treasure

Seedroaches are incapable of carrying treasure. Cockroach trees, however, sometimes have the remnants of the original creature's possessions—equivalent to 300 gold pieces—scattered around their roots.

Seedroach Lore

Characters with ranks in Knowledge (nature) can learn more about seedroaches. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
11	This is a seedroach, a weird plant that mimics an insect. They have a painful bite.
16	Seedroaches carry diseases that can turn those bitten by them into a tree.
21	Seedroaches are the reproductive stage of the cockroach tree, and anyone who succumbs to their bite risks becoming one. The seeds can be cut out to prevent the growth from spreading. Both the parent tree and individual seedroaches burn easily.
26	Seedroaches sometimes form swarms of dozens of individuals, biting and infecting all in their path.

SLUG, GIANT

Covered in a thick layer of slime, this slug has a pair of long eyestalks sprouting from its head. Beneath these is a wide maw, dripping a caustic spittle and full of dull yellow teeth. The reek of mold and rot accompanies the creature and the glistening trail it leaves behind.

SLUG, GIANT **CR 7**

Always N Huge vermin

Init –1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 15, touch 7, flat-footed 15
(–2 size, –1 Dex, +8 natural)

hp 114 (12 HD); DR 10/slashing or piercing

Immune acid, mind affecting effects

Fort +13, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares), burrow 20 ft.

Melee bite +15 each (2d6+12 plus 1d6 acid)

Ranged spit +6 ranged touch (6d6 acid)

Space 15 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +25
Atk Options acid bite, acid spit

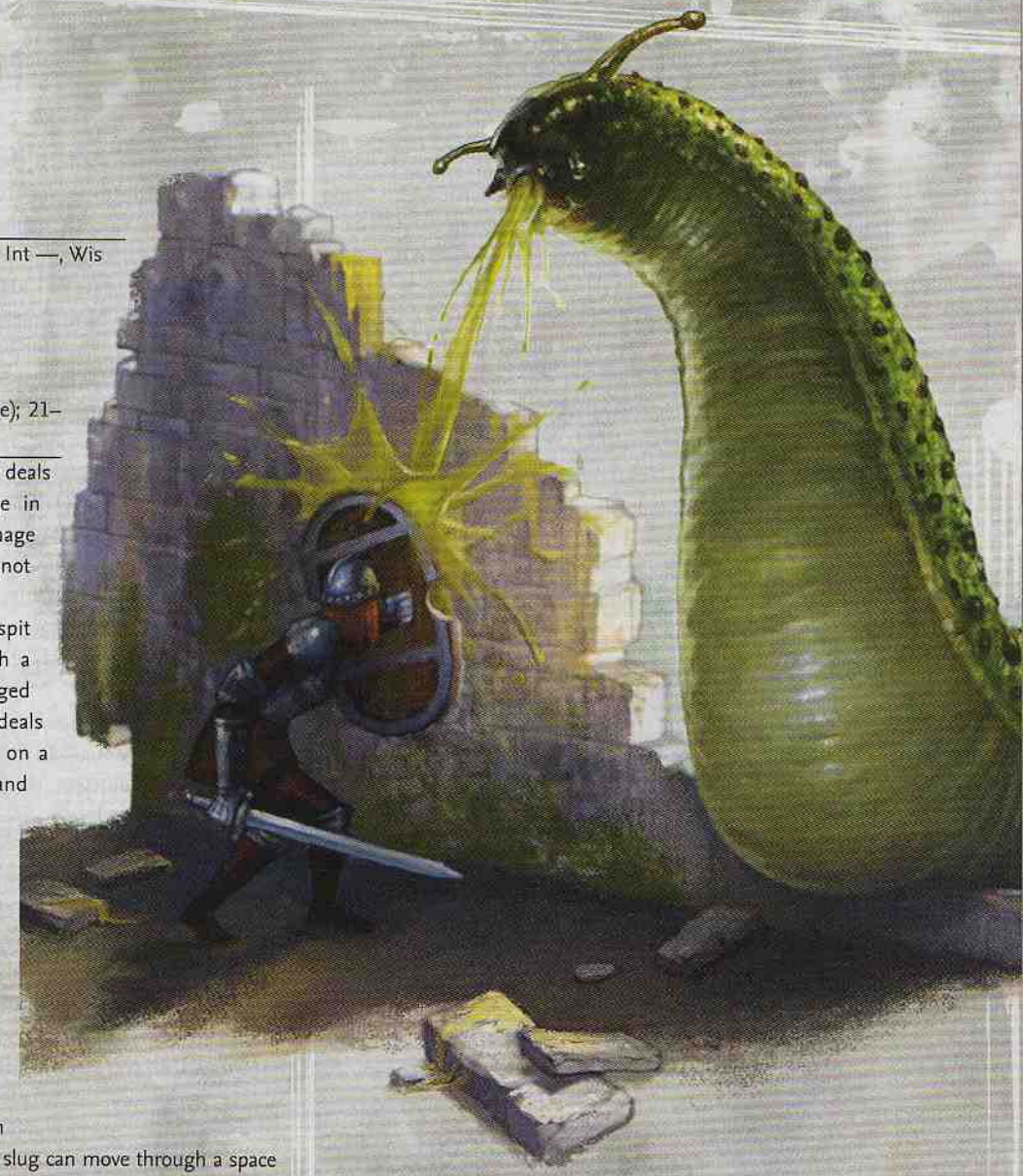
Abilities Str 26, Dex 8, Con 21, Int —, Wis 10, Cha 7
SQ rubbery form, vermin traits
Feats —
Skills Move Silently +7
Advancement 13–20 HD (Huge); 21–36 HD (Gargantuan)

Acid Bite (Ex) A giant slug's bite deals 1d6 points of acid damage in addition to any other damage it deals. This damage is not doubled on a critical hit.

Acid Spit (Ex) Giant slugs can spit a ball of caustic saliva with a range of 20 feet, as a ranged touch attack. This attack deals 6d6 points of acid damage on a successful hit. Clothing and armor worn by the target of this spit dissolves and becomes useless immediately unless the item succeeds on a DC 21 Reflex save. The save DC is Constitution-based.

Rubbery Form (Ex) The body of a giant slug is very rubbery, allowing it to squeeze through spaces normally much too small for its bulk. A giant slug can move through a space 10 feet wide without squeezing. A giant slug can also move through a space 5 feet wide by taking the standard penalties for squeezing.

Skills A giant slug has a +8 racial bonus on Move Silently checks.



Those who frequently travel through swamps and decrepit sewers know to be on their guard whenever they cross a fresh trail of slime, because a giant slug might have recently passed by. Known for their voracious appetite and relentless pursuit, giant slugs are dangerous predators.

Strategies and Tactics

In combat, a giant slug uses its acid spit as often as possible upon the nearest opponents. Those who get too close or intentionally engage the creature in melee are subject to its terrible bite and caustic saliva.

Ecology

Similar to their tiny cousins, giant slugs have long mottled brown and green bodies with a pair of eyestalks on top their heads, that stare with an unthinking hunger. Beneath their eyestalks is a wide maw, dripping with caustic slime and full of broad dull teeth. As vicious as their bite is, giant slugs are also well known for their terrible acidic spit, which is capable of melting nearly any substance.

Environment: Giant slugs live almost exclusively underground and in swampy settings, only venturing to drier country under the most dire circumstances. Giant slugs avoid large bodies of salt water at all costs as such liquid can kill them. Even a bucket of salt water is sufficient to scare them away (although causing no actual harm).

Typical Physical Characteristics: The average giant slug grows to be nearly 14 feet long, capable of stretching out its bulk to nearly the same height. An adult giant slug weighs about 12,000 pounds.

Alignment: Giant slugs are mindless predators whose only care is their next meal, making them neutral.

Typical Treasure

Since giant slugs are nomadic and have no use for magic items, they are rarely found with any treasure, although canny adventurers might follow their trails to find the leavings of past victims.

Giant Slug Lore

Characters with ranks in Knowledge (nature) can learn more about giant slugs. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
17	Giant slugs are similar to their smaller cousins, save for the corrosive acid that drips from their titanic maws. This result reveals all vermin traits.
22	Giant slugs can spit their acid at nearby foes. This stuff is so potent that it can disolve armor in seconds.
27	While salt has little effect on a giant slug, submersing one in salt water is fatal.

SPRINGHEEL

A pale, muscular figure bounds into view, its bulging fiery eyes and angular features giving it a distinctly devilish appearance. The thing is clad from head to toe in slick black leather, and its long fingers end in curved metal claws.

SPRINGHEEL **CR 8**

Usually CE Medium Fey

Init +9; **Senses** low-light vision; Listen +15, Spot +15

Aura frightful presence (30 ft., DC 19)

Languages Common, Sylvan

AC 25, touch 19, flat-footed 20; Dodge, Mobility (+5 Dex, +4 natural, +4 deflection, +2 armor)

hp 65 (10 HD); fast healing 3; **DR** 10/cold iron

Resist fire 10

Fort +10, **Ref** +16, **Will** +13; evasion

Speed 40 ft. (8 squares)

Melee 2 claws +11 (1d6+6)

Ranged fiery spittle +10 ranged touch (4d6 fire)

Base Attack +5; **Grp** +11

Atk Options Spring Attack, magic strike, pounce

Special Actions fiery spittle

Abilities Str 22, Dex 20, Con 17, Int 13, Wis 14, Cha 18

SQ feather fall, great leap, unearthly grace

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Balance +20, Hide +18, Jump +35, Listen +15, Move Silently +18, Spot +15, Tumble +20

Advancement by character class; **Favored Class** rogue

Level Adjustment +6

Frightful Presence (Ex) A springheel can inspire terror by charging or attacking. Affected creatures become shaken for as long as they remain with 30 feet of the springheel. Opponents who make their saves are immune to its frightful presence for 24 hours. The save DC is Charisma-based.

Evasion (Ex) If exposed to an effect that normally allows a Reflex save for half damage, a springheel takes no damage on a successful save.

Pounce (Ex) When a springheel charges, it can make a full attack.

Fiery Spittle (Su) Once every 1d4 rounds, a springheel can spit a globule of blue and white flames at an opponent up to 120 feet away. A creature struck by fiery spittle must make a DC 18 Reflex save or catch on fire. The fire burns for 1d4 rounds and can be put out with a move action. The save DC is Constitution-based.

Feather Fall (Su) A springheel takes no damage from falling any distance. The springheel loses this ability when immobilized or helpless.

Great Leap (Su) A springheel always makes jump checks as if it were running and had the Run feat, enabling it to make long jumps without a running start.

Unearthly Grace (Su) A springheel adds its Charisma modifier as a bonus on saving throws and as a deflection bonus to its Armor Class. This bonus is already included in its statistics.

Skills A springheel gains a +10 racial bonus on all Jump checks.

The wicked fey known as springheels are embodiments of the senseless violence that plagues civilization. Urban creatures, they prefer to prey on the weak and defenseless.

Strategies and Tactics

Springheels attack randomly and from surprise if they are able. They leap from hiding to affect as many creatures as possible with their frightful presence, then pounce on the nearest lightly armored target. They prefer to avoid engaging heavily armed and armored foes in melee, instead spewing fiery boluses at them. Springheels are in constant motion on the battlefield, leaping and tumbling from place to place to avoid attacks. They fear cold iron weapons and often flee fights against foes so armed. Springheels are not reluctant to retreat, caring more for the terror and pain caused by their assaults than actually killing foes.

Ecology

Springheels are as much a part of the natural world as any fey, but they form a particularly brutal and malicious embodiment. Some druids believe that springheels are nature's response to cities, an assault against civilization. Although springheels kill without hesitation, they do not consume the bodies of their victims, but they might mutilate them. Sages theorize that they feed not on flesh, but on pain and terror.

Most members of the upper classes refuse to believe that springheels exist, preferring to think of them as legends told by their inferiors to scare each other. Sightings are attributed to either drunken pranks or hysteria, and the murders they cause are blamed on more mundane killers. The victims of a springheel, of course, believe in them, but their tales are all too often dismissed. All springheels have a vicious sense of humor, and sometimes a springheel will make more public

appearances in better parts of town, savoring the panic its random attacks cause and the bungling attempts of authorities to stop it.

Springheels are usually solitary creatures, but they occasionally form vicious gangs of up to six individuals. Other evil fey, such as splinterwaifs and redcaps (*Monster Manual III*) might join in the murderous festivities. Female springheels are either rare or very secretive—few encounters with these creatures are with a female.

Environment: Springheels are found wherever people congregate in large numbers—most often in human cities, but dwarven citadels have reported attacks by similar creatures. They gravitate toward large communities, stalking slums and shantytowns in search of meals. They prefer to attack the poor, as their plight is more easily ignored and disappearances are less frequently questioned.

Typical Physical Characteristics: A springheel superficially resembles an athletic human, standing between 5 and 6 feet tall and weighing 140 pounds.

Alignment: Springheels are, by their very nature, violent and deranged. They are most often chaotic evil, although a few particularly cunning and restrained individuals might be neutral evil. It is even rumored that a springheel sometimes decides to play pranks on or protect the poor instead of feed on them, becoming chaotic neutral or (in extreme situations) even chaotic good.

Typical Treasure

In addition to their trademark masterwork leather armor, springheels collect treasure from their victims, preferring items that increase their already phenomenal mobility or Armor Class. They have standard treasure for a CR 8 creature, roughly 3,400 gp, with most of that value in magic items.

Springheel Lore

Characters with ranks in Knowledge (local) or Knowledge (nature) can learn more about springheels. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

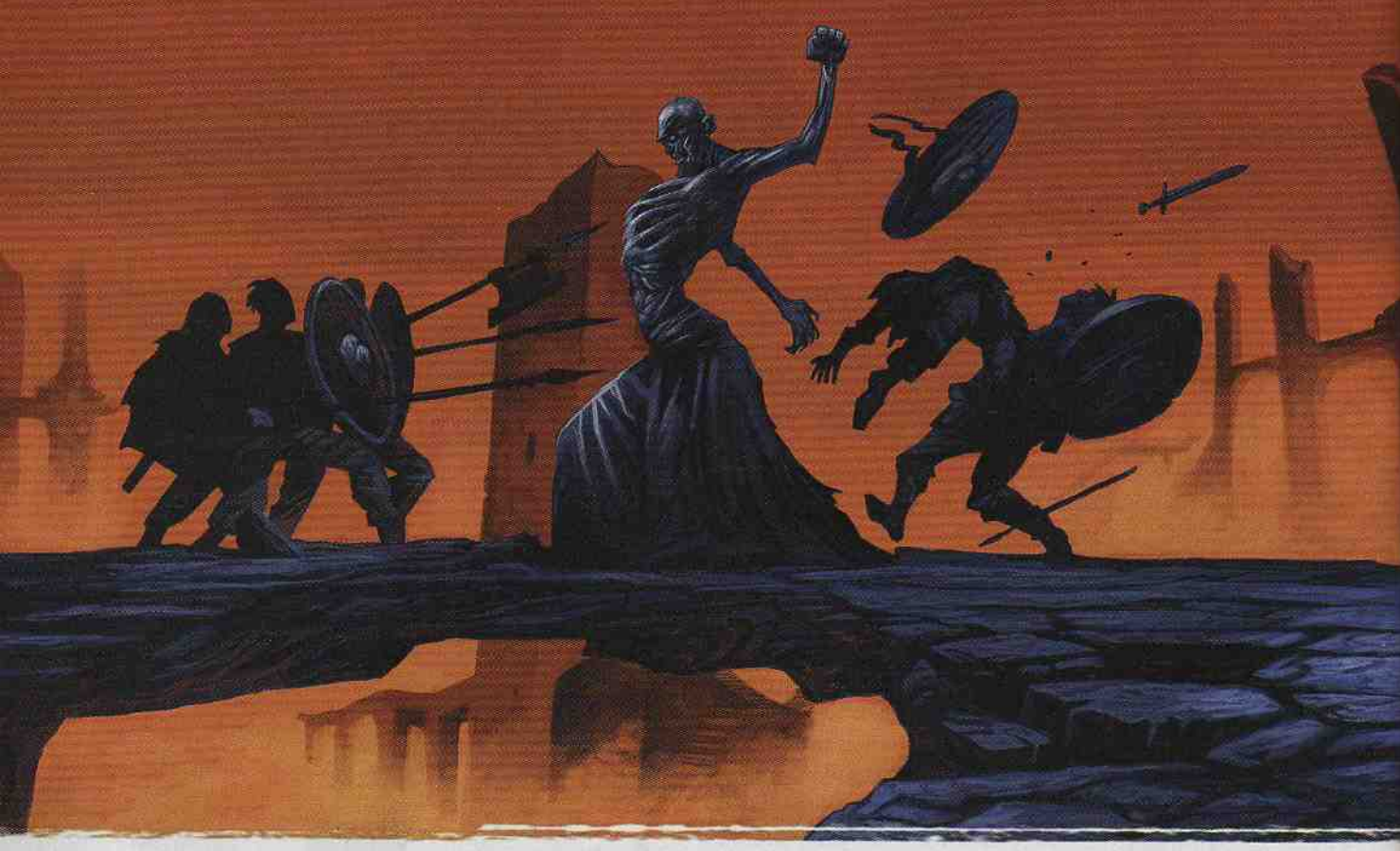
Knowledge (local)

DC	Result
19	The poor sometimes whisper about a deranged killer who can leap great distances. It's probably nothing more than drunken babble.
24	Those stories are true—there are nasty monsters called springheels that hunt people in the slums. Some say they can breathe fire.

Knowledge (nature)

DC	Result
19	Not all fey are native to woodland glens. Some of them live in cities, and not all of them are nice.
24	Springheels are urban fey that leap great distances and attack people, seemingly at random. They have a fiery breath and inspire fear by their very presence.
29	Springheels, like most fey, fear the touch of cold iron. They rely on the fact that authority figures don't believe in them to attack with impunity.
34	Some say that the first springheel was a mad druid who gave up his humanity in exchange for the ability to punish the sins of civilization.

by Owen K.C. Stephens • illustrated by Peter Bergting



THE ECOLOGY OF THE DEVOURER

"Hunger is misery; a full stomach is trouble."
—Haitian Proverb

Souls are the root of all life. Whether mortal laborer, profane lich, or serene astral deva, nearly all creatures of the multiverse possess this animating spark. All, except devourers. Lacking such vital animus, these undead scour the planes, glutting their impossible hunger in an endless blasphemy against all the laws of existence.

HISTORY OF THE DEVOURER

Githyanki life ends in one of three ways: death in combat, execution by mandate of cruel racial laws, or sacrifice to Vlaakith, their dreaded Lich-Queen. Beyond service and glory in battle, there is little future for the servants of the githyanki empire. Even the most successful and skilled must eventually submit to the "ultimate honor," their souls consumed by the Lich-Queen to fuel her profane immortality. Such is the way of the githyanki—a bleak, hopeless march to glories few survive to see. Those who rebel are hunted with the utmost prejudice.

In the sixth century of the last Vlaakith's rule, a cunning warlock named Xinfyrit rose through the ranks of the Lich-Queen's legions. The intense warlord became a hero to his people, leading his armies to victory after hollow victory at the Lich-Queen's whimsy. Droves of sycophants flocked to the warlock, and any who survived his rigorous testing gained places as his apprentices. Buying his armies' loyalties with the spoils of conquered worlds and promises of eternal glory, Xinfyrit's legions became more akin to cults of devoted followers. Yet the

ambitious general had no care for his supporters nor his race's great empire, only for personal power and complete control—goals directly impeded by the continued existence of the Lich-Queen herself. Thus, subtly, Xinfyrit's popularity became the seeds of rebellion.

Yet Vlaakith was not blind, and the ageless queen was intimate with the ways of deception and rule. Upon returning to Tu'narath after the purging of a world-spanning illithid enclave, Xinfyrit was publicly beckoned to the Lich-Queen's palace, Susurrus, to receive the Great Reward, the consumption of his very soul—a high honor. Graciously accepting, the general and an escort of his finest apprentices and knights entered the Palace of Whispers, intent on murdering the githyanki queen in a bloody coup. Just as Vlaakith expected.

The resulting battle devastated Xinfyrit's forces, and only by sacrificing the vast majority of his troops did the warlock and his closest apprentices manage to escape to the depths of the Astral Plane, pursued by the Lich-Queen's most zealous champions. The renegades' flight took them far and lasted six grim years, but finally they were captured by Vlaakith's agents, their souls stripped and shackled within black gems, their bodies left to drift in the far-flung reaches of the Astral Plane.

Xinfyrit's rebellion did not end so quietly, though. Eventually, the husk of the githyanki rebel drifted near a color pool of fathomless onyx. Infused by astral winds and emanations from

KNOWLEDGE OF THE DEVOURER

The following table shows the results of a Knowledge (religion) check as it relates to devourers. A Knowledge (the planes) check might reveal the same information, but the check DCs are always 5 higher. Information about devourers is most likely to come from a planar scholar, loremaster, or githyanki. The devourer appears on page 58 of the *Monster Manual*.

Knowledge (religion)

DC	Result
21	The creature you face is a devourer, a powerful undead being from another plane.
26	Devours can drain life force from a distance and can trap and consume a creature's very soul. This soul energy fuels a variety of death-related magical abilities.
31	Devourers are resistant to magic and, when bearing an imprisoned soul, are immune to numerous magical effects.
36	A devourer can only consume one soul at a time. As long as a figure appears within its ribs, it won't try to devour another. If no such figure is visible, it doubtlessly hungers for a new soul to feast upon.

the Negative Energy Plane, Xinfyrit's soulless, plane-warped form reanimated with full memory of his death and a hungry emptiness unlike any he had ever known. Not fully understanding what had happened, the deathless warlock resurrected his apprentices in the aura of the black color pool and, together, they plotted their revenge and an attempt to reclaim their stolen souls. Thus, the first devourers were born.

Untold numbers of shocked githyanki died in the devourers' assault on Susurrus, their souls fueling newly discovered and even greater powers among the undead. In the end, Vlaakith and Xinfyrit did battle over the corpses of their followers. It is unknown who fell, but during this decade the current Lich-Queen took a vacant throne (the exact span of a Vlaakith's reign being purposefully obscured). As Xinfyrit did not take control of the githyanki empire, it seems unlikely that the newly spawned devourer was victorious, though his fate remains unknown even to this day. What is known is that several of Xinfyrit's devourer apprentices escaped their second attack on the Lich-Queen without their souls, fleeing into the Astral Plane, the Ethereal Plane, and beyond. Though his coup failed, Xinfyrit's rebellion brought a dreadful realization to the githyanki race, a newly-realized choice in regards to death: that their lives can end in either pain or in horror.

PHYSIOLOGY OF THE DEVOURER

As undead creatures, devourers do not have a functional physiology and have no place within the natural environment. Although they do not age, sleep, or reproduce, they do hunger. Devourers are literally soulless husks motivated by the hate-filled echoes of their living memories. All devourers seek to reunite with their lost souls, whether that essence be held prisoner somewhere or has departed to the Outer Planes. To fuel their hunt, and any of countless insidious schemes they might concoct to regain their essences, devourers temporarily sate their infamous hunger with the stolen souls of other creatures. Such souls are consumed, digested, and ultimately annihilated, denying their victim any form of afterlife.

Should a devourer ever regain its soul or attain proof positive assurance that its soul has been destroyed, it is unknown what might occur. Many scholars posit that, if a devourer frees its captured soul, the abomination would simply die, the soul departing to the proper Outer Planar realm. Others, though, contest that any creature tenacious enough to cling to existence—even without a soul—would not be content to pass on and, upon completing or finding its quest fruitless, would likely succumb to madness, becoming an even greater terror upon the planes.

Although the first devourers were doubtlessly spawned of the githyanki race, devourers of other races have likely formed. The method by which devourers are created remains unclear but seems to rely upon three elements: a body killed by the draining of its soul, energies from the Negative Energy Plane, and a third mysterious animating force. As the first devourers animated on the Astral Plane, some source there unquestionably provides the requisite vim, perhaps the astral winds, influences of countless planar energies, or the echoing memories of the dead gods floating in the astral depths. The ghostly energies of the Ethereal Plane and sinister emanations of the Plane of Shadow both also make those transitive planes fertile grounds for the creation of devourers. These strange energies cause a variety of unusual alterations in a devourer's physical (and possibly mental) state—including hastened desiccation, the visible collapsing of the corpse's chest cavity, and an increase in size.

Despite the unusual nature of some of the requirements necessary for a devourer's animation, the most important is a body with a fundamental will to survive, even beyond the removal of its soul. As these terrible corpses fuel their selfish hunts with the destruction of other living souls, only bodies inspired by the thoughts and willpower of the most evil individuals arise as devourers. Hypothetically, a devourer could also arise from a body whose soul was removed and has since passed onto the Outer Planes. Such a departed soul might be wholly unaware of the reanimation of its body. Few things are more terrifying than the prospect of a soul that's passed on to its eternal reward being hunted by its endlessly hungering corpse.

PSYCHOLOGY AND SOCIETY OF THE DEVOURER

To understand devourers, one must understand their hunger. As the creatures possess no souls, they are victimized by a yearning perhaps no other creature in existence understands. They are incomplete, and the very laws of existence implant their unnatural animate forms with the fundamental

DEVOURER PLOTS

Devourers are insidious in their methods and plots to regain their lost souls.

To Consume a God: Rakis-Ka has come to the ruins of an ancient aboleth city, Golismorga, hoping to gain increased insight and power by feasting upon the essences of one of the aquatic race's ancient, unfathomable gods known as the Elder Evils (see "The Lightless Depths," in DUNGEON #144).

Corruptor: A bargain with a dark religion left Radraz'im the guardian of an unholy relic known as the *cauldron of corruption* (see "Tears for Twilight Hollow," in DUNGEON #90). The devourer was told the exact location of his soul but is magically compelled to guard the cauldron for 10,000 years or until it has spawned ten thousand undead. Thus, he tempts any creature who discovers the cauldron to raise legions of undead servants—not mentioning his power to control such horrors.

Soullessness: An ancient, abandoned githyanki fortress is rumored to be a lost storehouse of imprisoned souls and is haunted by undead githyanki call kr'y'izoth, the result of necromantic experiments by the Lich-Queen herself (see "The Lich Queen's Beloved," in DUNGEON #100). What's not known is that the devourer Drazramml is the one spreading these rumors, intent on interrogating and consuming any creature attracted by such tales. Although the other resident undead are free willed, the devourer has subjugated them into working for it.

Undead Revenge: The devourer Omaz'vril has awakened a legion of undead heretics and compelled them to attack a nearby temple. As his undead warriors deal with the temple's faithful, the devourer scours the catacombs below, seeking to corrupt a relic capable of summoning back the souls of the departed.

drive to correct the grievous wrong. Thus, devourers temporarily sate this yearning with stolen souls. While a devourer suffers no perceivable hindrance for not having a trapped essence, the longer one goes without a soul to feed on the greater its sensation of hunger grows. A devourer is driven to feed within hours of losing a trapped essence and is nearly mad with hunger in a matter of days. Although smart enough to avoid suicidal efforts to garner food, a starving devourer is increasingly willing to take risks for a worthwhile soul to devour. While they can burn the essence of simple beasts or even other undead, only the "taste" of thinking, living creatures can sate their unliving hunger for long.

As most devourers actively scour the planes for their lost souls, these undead are nomadic hunters, most often encountered on the Transitive Planes as they roam from world to world. When encountered on the Material Plane, they are most commonly hunting for souls, searching for clues as to their souls' whereabouts, or in the midst of some plot to reveal their essences' locations. Often being quite intelligent, devourers are able to see the benefits of allying with living creatures. Powerful clerics, sorcerers, and wizards, especially those with potent divination magic or the ability to question deities, prove most helpful to devourers, as such magic-users might aid in locating their souls. Alliances with mortal spellcasters rarely end well, however, as impatient and unstable devourers are quick to let their anger and hunger take hold at the slightest delay or failure. As such, devourers are most comfortable in the presence of outsiders and other undead, creatures whose souls are fundamentally different from those for which they hunger. Some githzerai have come to surprisingly beneficial agreements with the eldest devourers, possibly the apprentices of Xinfyrit's rebellion. These monks employ devourers as guardians of monasteries in Limbo, feeding the undead horrors a steady steam of souls from captured githyanki as they meditatively search for the creatures' lost essences.

Even when temporarily taking up residence somewhere, devourers do not surround themselves with symbols of death. Indeed, those seeking them are less likely to find devourers in a crypt than a forest. Devourers want to be where the living are, and thus they avoid places shunned by their meals. They most often lair near communities or major trade routes, luring mortals to secluded places

using their *suggestion* ability. Fortunately for all living creatures, though, devourers are not gluttons and are driven ever onward by their searches. Thus, unless a devourer believes its soul is hidden nearby, its incursion is likely short and its victims few.

If forced into battle or facing a victim more powerful than it expected, a devourer with a trapped essence uses its spell-like abilities freely, confident it can trap a new essence as soon as the current one is expended. In fact, consuming its current essence quickly makes its most powerful attack—trap essence—available sooner. If it has time to prepare, a devourer casts enough spell-like abilities to leave its trapped essence nearly depleted. It can use its *spectral hand* ability to deliver both a touch attack, such as *ghoul touch*, and its own energy drain, as a single attack. Once a foe has been energy drained several times the devourer moves on to a new target unless it needs to feed. A devourer facing numerous armored opponents tries to catch as many as it can in the area of its *confusion* ability, hoping to reduce their effectiveness. In the aftermath, a devourer can "smell" the most powerful soul, burning any essence already trapped for a more savory meal.

DEVOURER ALLIES

Typically, devourers have no treasure because they have no lairs nor do they need to linger in one place for long. Any treasure a devourer gathers from its victims is quickly used to pay off vile creatures summoned with its *lesser planar ally* spell-like ability. Although devourers spend no experience points when using this ability, they must take 10 minutes to use it and pay their summoned ally for services as outlined in the spell description. Obviously, a devourer rarely has a spare 10 minutes during a combat to call for help, but one planning an attack or knowing it's being hunted is a different matter. A devourer able to gather as much treasure as a monster of its CR typically carries could pay one 6 HD planar ally to serve in a series of raids taking up to 12 days or three 5 HD planar allies to serve for a task taking up to 11 hours.

For multi-day attacks devourers typically favor a bearded devil (6 HD) to serve as a bodyguard and shock trooper, with the devil entering a battle frenzy to hold stronger foes at bay while the devourer consumes a weaker target. A devourer seeking to infiltrate a town might summon a succubus to gather information for it or lure victims from the relative safety of civilization. Alternatively, a devourer simply needing muscle for a single raid most often summons three xill for 11 hours. While the xill aren't as dangerous in combat as the devourer itself, their ability to make four attacks a round, paralyze, and planewalk allows them to deal with numerous lesser foes (or gang up on one powerful enemy), freeing the devourer to focus on one victim.

Devourers also often use other undead as allies, especially ghasts and wraiths. They work well with ghasts, as those undead only want to feed on the dead and devourers feed on the living. Should doing so suit their plans, devourers might establish control over packs of lesser undead with *control undead*. More powerful beings sometime employ devourers to act as commanders of lesser undead.

Devourers rarely ally with one another, unless the same event spawned them both. Otherwise, their goals prove too divergent to weather a competitor with the same hunger.

ALTERNATIVE DEVOURER ORIGINS

Little enough is known about devourers that a DM could give them origins more appropriate to a specific campaign. A few possible optional origins are outlined below.

Missing Mortality: The transition from life to lichdom is fraught with peril. A powerful spellcaster seeking to make the transformation into undeath unleashes potent magical forces as he attempts to transition his soul to a phylactery. Should he lose control of these forces, the soul-laden phylactery might be flung to some random corner of the multiverse, cursing the spellcaster to an existence as a devourer.

Ravenous Genesis: Devourers are created when a barghest is killed by ghoul fever contracted from a ghast. The devourer inherits the hunger of both creatures, although it remembers little of its former life.

Soul Reapers: A few senior clerics of Nerull have access to a ritual that can turn anyone who died of starvation into a devourer, although they refer to these undead as soul reapers. The ritual cannot be performed on the Material Plane, resulting in devourers being native to the Astral and Ethereal Planes.

ADVANCED DEVOURER

Shivra of the gish caste was one of Xinfyrit's first apprentices, a sorcerer of great skill but possessed of a deep-rooted fear of dying. Hoping to free herself from the Lich-Queen's inevitably fatal edicts, the githyanki spellcaster stood with her master when he attempted to overthrow Vlaakith, fled with him to escape the tyrant's wrath, and ultimately died by his side. When Xinfyrit and his minions returned to Susurrus as devourers, it was Shivra's mission to locate and confiscate the stolen souls of the newly spawned devourers. Before their assault was turned back by the Lich-Queen's forces, Shivra discovered that the Lich-Queen had not consumed their souls, but rather had sent the black gems to some hidden githyanki holding on a back-water Material-Planar world. Escaping the Palace of Whispers with this information, the devourer now hunts the planes seeking more clues, both to the location of her soul and regarding the survival of her master, Xinfyrit.

SHIVRA **CR 15**

Always NE Huge extraplanar undead

Init +3; **Senses** Listen +28, Spot +28; darkvision 90 ft.

Languages Common

AC 33, touch 7, flat-footed 33 (–1 Dex, –2 size, +7 armor, +19 natural)

hp 162 (25 HD)

Immune spell deflection, undead immunities

SR 26

Fort +8, **Ref** +9, **Will** +17

Speed 30 ft. (6 squares)
Melee 2 claws +24 each (2d6+13 and energy drain)
Space 15 ft.; **Reach** 15 ft.
Base Atk +12; **Grp** +33
Atk Options Combat Expertise, Improved Disarm
Spell-Like Abilities* (CL 22nd; ranged touch +9):
At will—*confusion* (DC 18), *control undead* (DC 21), *ghoul touch* (DC 15), *lesser planar ally, ray of enfeeblement, spectral hand, suggestion* (DC 17), *true seeing*
* Expend one level of trapped essence per 5 spell-like abilities used

Abilities Str 36, Dex 8, Con —, Int 18, Wis 16, Cha 18
Feats Ability Focus (trap essence), Blind-Fight, Combat Casting, Combat Expertise, Improved Disarm, Improved Natural Attack (claw), Lightning Reflexes, Weapon Focus (claw)
Skills Climb +28, Concentration +25, Diplomacy +23, Hide –9, Jump +28, Knowledge (the planes) +18, Listen +28, Move Silently +14, Search +29, Spot +25, Use Magic Device +29
Possessions *wrappings of armor +5* (as *bracers of armor +5*), *ring of blinking, ring of force shield*

Energy Drain (Su) Living creatures hit by Shivra's claw attack or *spectral hand* ability gain one negative level. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su) Shivra can consume an enemy's life essence. To do so, she must forgo her normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The affected creature must succeed at a DC 28 Fortitude save or die immediately. The save DC is Charisma-based.

A slain creature's essence is trapped within Shivra's ribs, and the figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish, miracle,* or *wish* spell frees it, as does destroying Shivra. Shivra can only hold one essence at a time.

The trapped essence provides Shivra with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times Shivra uses one of her spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 28 Fortitude save for each negative level or lose that level permanently.

Spell-Like Abilities At the start of any encounter, the trapped essence within Shivra is assumed to have 5d4+3 levels.

Spell Deflection (Su) The trapped essence provides a measure of magical protection. If any of the following spells are cast at Shivra and overcome her spell resistance, they affect the imprisoned essence instead: *banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul,* or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving Shivra of her spell-like abilities until she can consume another victim.

The Market is Bad

by James Jacobs and Richard Pett • illustrated by Ben Wootten

Watch your back stranger, and if you have friends get them to watch your sides and your front, too. This is a dangerous place, which even the pirates call Troubletown. Let me be your guide. You can trust me! I will not lead you… astray.

I can show you many magical things and wondrous treasures, for all things can be purchased in Scuttlecove. All things. The pirates have another name for this city—one I may repeat in such fine company anyway. They sometimes call it Redemption, for they say all goods in the world pass through Scuttlecove at some time, and those items come to be redeemed by them who can afford them.

Follow me into the city and feel safe. Trust me and I will take you to some friends who will be happy to show you incredible things. Come travelers, follow me into Scuttlecove—the City of Sin.

—A typical Scuttlecove welcome, usually preceding robbery

Savage Tidings

You'll not find a more dastardly haven for violence and vice than Scuttlecove. Despite its fearsome reputation and worse reality, Scuttlecove does serve a useful purpose to visitors: the all-encompassing market. To endure its cutthroat leaders, dark-hearted buccaneers, and questionable merchants—to say nothing of its truly depraved citizens—this article series presents you, the player, with the tips, tricks, and tools you need to avoid being press-ganged, enslaved, or worse. While the pages of DUNGEON present DMs with the dangerous plots of the Savage Tide Adventure Path's myriad villains, DRAGON offers details and options to give you the edge you need to survive. This month's installment offers an overview of Scuttlecove's power groups and some of its more reputable merchants.

What Do You Know: Scuttlecove

Scuttlecove survives in the angry embrace of the Pirate Islands, a festering jungle archipelago on the very edge of civilization—a word seldom associated with the pirate city itself. Scuttlecove is the evil heart of deviancy and smuggling, thievery and greed, the black capital of a dark collection of islands.

The city was founded by a group of godless cannibals who fled persecution for their wicked crimes. They found an island named Sekorvia, and upon its southern shore they settled and founded the city of Scuttlecove. Yet today, rumors hold that the city of Scuttlecove is in chaos, abandoned by its ur-priest leaders for several years now. The city has perched on the edge of civil war, its rulership the unclaimed prize of several bickering factions that vie for control.

Perhaps the most powerful of these factions is the Crimson Fleet, an organization of pirates whose reach extends across the sea into civilized lands to the north. Most of Scuttlecove's imports come from Crimson Fleet ships that use the port to sell off stolen cargoes. Yet despite its power, the Crimson Fleet has little control over the city's vices. Other factions operate these arenas of sin—a sinister wizard named Kedward Bone reigns over the city's drug trade, the city's notorious Porphyry House rules prostitution, and slavery is the specialty of a dangerous cabal of yuan-ti known as the Seventh Coil. To this are added the Monks of Dire Hunger. Agents of the ur-priests who ruled Scuttlecove until five years ago, the loss of their patrons have left these sinister tax-collectors and enforcers in a lurch. There are even rumors of a group called the Protectorate, an organization of rebels who work in the shadows of this violent city to aid the oppressed and down-trodden in any way they can.

For much of the city's history, the ur-priests outlawed the worship of deities. Holding themselves above divinity, they suffered no show of faith in their otherwise lawless city. With their disappearance, faith has bloomed in Scuttlecove like a rancid flower on a grave. Lepers and the homeless offer desperate prayers to Incabulos, the god of disease, in the city slums and rumors abound of small cults of Vecna that meet in basements here and there. But the true faiths of Scuttlecove venerate the demon lords and archdevils to whom the city's desperate have turned.

While organizations can quickly and easily draw attention, only larger than life individuals rise to the surface in such a place as Scuttlecove, and a few names are on the tongues of everyone in the city. Kedward Bone is the city's drug baron. He has so many underlings, minions, and dependants that no one dares openly face him for fear of retribution. Despite the hundreds of lives he has wrecked and destroyed he still lives on, a figure of fear and loathing. Tyralandi is the present owner of the Porphyry House, the city's most infamous brothel. In recent memory, a group of brave adventurers revealed the place as a den for Demogorgon-worshiping yuan-ti. After the adventurers put the previous owners to the sword, Tyralandi quickly took advantage of the vacant building. Rumors abound about the present owner—some see her as a beautiful and benevolent angel bent on removing the sickness from Scuttlecove, while others paint her as a scheming witch able to charm the lives from her innumerable lovers. One thing is for certain about Tyralandi: she is a seldom-seen enigma at the heart of the pirate city's destiny. And finally, there is the brutal and notorious leader of the Crimson Fleet itself. Cold Captain Wyther's reputation as a merciless killer and heartless taskmaster is likely well-deserved—one does not accidentally rise to the top of the most dangerous organization of pirates on the sea.

ADVENTURE TIE

This installment of Savage Tidings links to the eighth episode of the Adventure Path, "Serpents of Scuttlecove," presented in DUNGEON #146.

"Why do I live in Scuttlecove? What choice do I have? Good blacksmiths are scarce, they tell me, which is why they took my family. The snake-men tell me they are safe, but can you explain why I keep having nightmares about snakes devouring live prey?"

—Sadalas Quorth, Blacksmith, The Slums

Shabby Dealers and Dodgy Goods

On the face of it, Scuttlecove seems like hardly the place for thriving markets and packed *souks*, dazzling warehouses brimming with gold and jewels, or shop windows bursting with trinkets and curios. Only those who can afford the hefty daily rates at Eralakni's Emporium generally trade openly and confidently, sure that the Monks of Dire Hunger deal quickly and violently with violations of the codes governing one of the only markets in Scuttlecove. In such a vicious place crammed with pirates, thieves, cutthroats, and thugs, however, the market is potentially very lucrative, and a whole host of shifty, dodgy, murderous, wicked, and perverted sellers not only call Scuttlecove home but also make enough profit to stay on "for just one more year." In such a place, anything can be obtained for a price. If it doesn't exist in Scuttlecove, plenty of haughty captains willing to face any danger to fulfill your desire welcome your gold and promise delivery—if you can afford it.

Traders do not, however, offer their goods in open markets. They invite select customers through friends, reluctantly show their wares to those who ask enough questions, or might be just desperate enough to take persistent strangers into their business premises. Generally, however, traders in Scuttlecove have a preferred list of clients, who serve as brokers for friends or wealthy associates. Some traders and shadowy merchants make themselves relatively easy to find (Gather Information DC 20) and potentially serve as useful contacts. Others, however, have reason to hide and choose their customers wisely (Gather Information DC 30 or higher).

Ingram Cadgraydian

The following list of traders does not represent the entirety of the city's merchants by any means. Scuttlecove has a profligacy of invention when it comes to cruelty, lust, and greed, and to the items and accoutrements that make such vices possible. A visitor to Scuttlecove should never forget: anything you want—anything—is available in Scuttlecove... if you can afford it.

Map locations in the following descriptions refer to the poster map of Scuttlecove, available in DUNGEON #146.

Ingram Cadgraydian's Enchantments

A DC 30 Gather Information check reveals that Cadgraydian (CN male human wizard 8) does business within the Paper Lantern House, a decaying townhouse that overlooks the Plaza of Hanging Ruin (area 12).

The chambers within the Paper Lantern House are crammed with objets d'art, sculptures, plate castings of religious columns, skeletons of owlbears, and any manner of other strange paraphernalia. Cadgraydian has a rooftop balcony overlooking the plaza, from which he usually toasts the corpses with wine at sunset.

Cadgraydian is an enormous man, a figure of such astonishing girth and height that some suggest (but never to his face) that he has some giant in his blood. Cadgraydian is a fearsome and imposing individual. He likes to talk and to use his girth and plain-speaking manner to intimidate people. As a rule, he only deals with such folk as are worthy of his respect. Cadgraydian is known for his catchphrase: "I like to talk plainly. I am not some halfwit who is easily offended by plain talk."

Rumor holds that Cadgraydian recently made an enemy of the Seventh Coil when he came into the possession of a sacred yuan-ti item called a *serpent symbol* (*Fiend Folio* 194) and tried to sell it to an enemy of the Coil. As a result, Cadgraydian has recently put his considerable talents to work at developing methods to protect himself from the snakefolk, creating a unique potion to protect himself.

Cadgraydian has utilized his talents, influenced by the decay and terror of Scuttlecove, to create his own uniquely cruel type of magic. His services do not come cheap. "Genius," as he says, "is a rare commodity." He has all the item creation feats in the *Player's Handbook* and creates items for those he admires at standard costs. He also offers the following unique items.

Snakebite (Alchemical Item)

Snakebite has the taste of bitter apples and an aroma of nutmeg and ginger. When consumed, snakebite acts as a modified version of *delay poison* and

has a duration of 1 hour. In addition, any yuan-ti (or other snake or snake-like creature) who bites a person with active snakebite in her veins is affected by a poison (Ingested; Fortitude DC 20; initial 1d6 Con, secondary 2d6 Con).

Cadgraydian charges 600 gp for a vial of snakebite.

Cadgraydian's Welcome Embrace (Cursed Item)

Price (Item Level): 500 gp (3rd)
Body Slot: Back
Caster Level: 5th
Aura: Moderate (DC 17); conjuration
Activation: —
Weight: 3 lb.

This fine cloak is made of a deep-hued fine wool that, on close inspection has the vague figures of snakes woven within.

When donned, this cloak changes to become a trio of viper swarms (*Fiend Folio*, 172) that instantly attack the wearer. The cloak is destroyed when the swarms are summoned.

Prerequisites: Create Wondrous Item, *summon swarm.*

Cost to Create: Price 250 gp, 10 XP, 1 day.

Figurine of Wondrous Power (Porphyry Snake)

Price (Item Level): 16,000 gp (14th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: Standard (command)
Weight: 2 lb.

This dark, purplish-red stone winged snake is coiled as if ready to strike.

When activated, the porphyry snake becomes a normal winged viper (*Forgotten Realms Campaign Setting*, 309) who obeys your every command. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed, when you speak the command word again, or if the winged viper is reduced to 0 hit points, the porphyry snake once again becomes a tiny statue.

Prerequisites: Craft Wondrous Item, *animate objects, summon monster III.*

Cost to Create: 8,000 gp, 640 XP, 16 days.

Insidious Seaweed

Price (Item Level): 3,200 gp (8th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint (DC 16); transmutation
Activation: Standard (command)
Weight: —

This brittle strand of dried seaweed bears a rough texture and a slight briny smell.

Once per day, when you activate the *insidious seaweed*, it quickly grows to many times its size, duplicating the effects of an *entangle* spell for 3 minutes, centered on you (DC 11). You are not affected by the entangling plants created by your own *insidious seaweed* as long as you hold it. If you let go of the *insidious seaweed* you are affected by its entangling plants as normal. *Insidious seaweed* does not need nearby plants to work, as it creates its own. You can end the effect prematurely by uttering the command word a second time.

Prerequisites: Craft Wondrous Item, *entangle.*

Cost to Create: 1,600 gp, 128 XP, 3 days.

Riordan Darkly, Snake Charmer Poisons

The city's slums on the eastern bank of the Noyaro River are home to Riordan (CN male human expert 9) and his poison-making operation. A DC 30 Gather Information check reveals this information, as well as how to reach him directly. Riordan works in secret in a small laboratory built from several interconnected basements accessible only by run-down shacks scattered throughout the slums, or via a newly constructed secret door in a ruined building near the Tall House (area 5). Riordan is a pale, jittery man addicted to drugs provided by Kedward Bone—now and then he visits the druglord to offer his advice—the work of brewing poison often crosses paths with the work of crafting drugs. Rumors hold that he may also have links to Tyralandi, and that the Porphyry Mistress funded his latest project—the development of several poisons that work particularly well on yuan-ti.

Riordan Darkly

Poisons

Riordan has distilled several new kinds of poisons, some of which have the advantage of only affecting yuan-ti and are therefore less risky to use than standard poisons. Regardless of a poison's effects on nonyuan-ti, Riordan has given each an evocative name tied to snakes.

Skinshedder: Painfully strips portions of the victim's skin, causing flesh to blister as though burnt.

Scalerot: A vile infestation between scales that erupts in ugly sores that sicken the yuan-ti. This poison only affects yuan-ti.

NEW POISONS

Poison	Type	Initial Damage	Secondary Damage	Price	Craft DC
Skinshedder	Injury DC 16	1D6 Con	2D6 Con	2,000 gp	30
Scalerot	Injury DC 16	1D6 Dex	Sickened*	600 gp	20
Scalepox	Injury DC 16	Scaledrop**	0	950 gp	25
Skinvice	Injury DC 18	Paralysis	0	700 gp	25

* A yuan-ti failing the save against this poison is sickened for 2d6 rounds.

** The round after a failed save, a significant portion of the yuan-ti's scales slough away, reducing the creature's natural armor bonus by 1d4. The scales grow back over a period of 24 hours. The process of shedding does not otherwise harm the yuan-ti.

Scalepox: Causes scales to drop off, lowering the natural armor bonus of the snakefolk. This poison only affects yuan-ti.

Skinvice: Hardens skin or scales to causes paralysis.

Morann, The Golem Madam

A DC 30 Gather Information check reveals that the House of Narrow Gables, immediately behind Parts is Parts (area 2), acts as home and grimy workshop for Morann (N female gnome sorcerer 9). A DC 35 Gather Information check reveals rumors that Morann shares a twisted relationship with Rhemus Caldakar, a vendor of body parts.

Morann creates golems under the guise of a physician and healer, but many people know—or at least suspect—her true trade. Presently, Morann has five flesh golems held behind locked iron doors in her cellar. Three of these grotesqueries are standard flesh golems, although of a particularly horrible kind: each bears the leering or twisted face of a madman, the body of a sailor, and the clawed hands of a half-demon. Two special golems, however, are created predominantly from yuan-ti parts she and her secret lover Rhemus acquired. These two flesh golems move and operate as standard flesh golems but look almost exactly like yuan-ti (one a pureblood, the other a halfblood). A DC 20 Spot check reveals the incongruous falsehoods and the not-quite-living status of the creatures.

Morann

Morann charges 20,000 gp for each human-based flesh golem and 25,000 gp for each of the yuan-ti versions. The extra charge she attributes to the difficulties in finding parts and the obviously superior craftsmanship of the resulting golems.

Thevanan Quain, Perfumer

Quain's perfumery shop is well known, and a DC 20 Gather Information check reveals its location directly behind Eralakni's Emporium (area 17). To learn about his use of ophiotoxin, you must be on friendly terms with the Seventh Coil or Kedward Bone's Dealer's Consortium and make a DC 35 Diplomacy check.

White-haired Quain (NE male human expert 7) sells perfumes from his tiny shop in the shadow of the Emporium. He's based many of his concoctions on osssra oils—poisons created by the yuan-ti that enhance their abilities when burnt and act as poison to others. His unique access to a large number of yuan-ti and the oils that they produce, coupled with his expertise at mixing concoctions, has enabled him to create several oils unseen elsewhere. Quain created a trio of burnable oils that counteract and in some cases pervert the effects of osssra. He calls these oils ophiotoxins. When burned in a special holder, an ophiotoxin fills a 10 foot square area in 3 rounds, continues to burn for a further 6 rounds, then dissipates 1 round after that. A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the gas in 4 rounds. A strong wind (21+ mph) disperses the gas in 1 round.

Toxin Holder: The toxin holder looks like a brass-topped sunrod that holds enough lantern oil to burn 10 doses of ophiotoxin, but it can hold only 1 dose at a time. Refilling the toxin holder with ophiotoxin requires a full-round action. The holder does not go out if dropped but can be extinguished normally. It costs 20 gp and weighs 1 lb.

OSSSRA

Osssra first appeared in the FORGOTTEN REALMS accessory, *Serpent Kingdoms*. The rules for osssra are reprinted here for your convenience.

Osssra smoke confers benefits on all Scaled Ones (yuan-ti) but functions as an inhaled poison for all other creatures. In some cases, direct contact with the oil in either ignited or unignited form is necessary to receive the benefit.

Yuan-ti typically immerse small pieces of firewood in osssra oil for 1d4 days and then burn them to create the smoke. A single vial of oil can treat enough wood to fill a 50-foot-square room with smoke for at least 4 hours. If ignited directly, the smoke fills the same area but lasts only 5 rounds. Once ignited by either method, osssra oil emits a cloud of colored smoke that moves outward from its source as a spread at the rate of 1 foot per round, to a maximum diameter of 60 feet. Osssra smoke is heavily scented, but it does not cause coughing, choking, or any other effect associated with tainted or insufficient air.

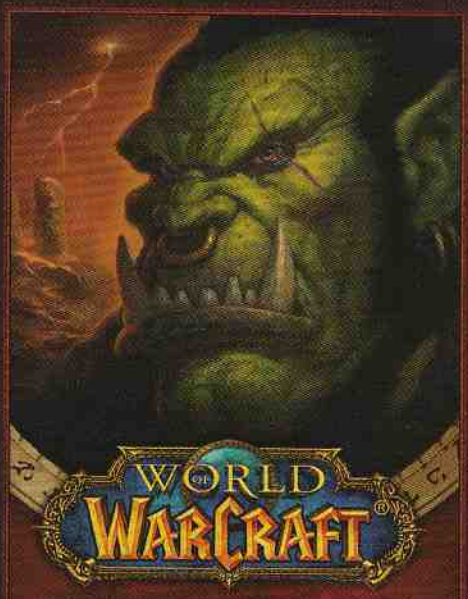
Thevanan Quain

Ophiotoxins: A dose of ophiotoxin weighs 1/10th lb. It comes in a small glass vial with a label indicating its specific type. The following ophiotoxins represent the most common oils.

Bane: The ochre-colored smoke created by this oil has the scent of camphor. This toxin neutralizes the effects of osssra in an area, rendering it useless to yuan-ti and negating effects of the poison upon others. A dose costs 400 gp.

Hissing Choker: This thick, acrid smoke smells of tar. When burned, the oil counteracts the effects of osssra and reverses the effects, causing them to become harmful to yuan-ti and affecting the snakefolk as though they were humans. Yuan-ti in the area must save against the poison effects of osssra as if they were humans and take the damage indicated by the particular type. All nonyuan-ti are unaffected by the reversed osssra's poison effect. A dose costs 750 gp.

Osssra Blight: The deep violet smoke of this oil has thick bands of yellow dancing through it and gives off the scent of damp earth and oil. The oil has a mutating effect on any osssra, reversing the effects of the oil to yuan-ti. Oils that would otherwise offer bonuses instead offer penalties, while those that heal damage deal damage to yuan-ti instead. A dose costs 1,200 gp.



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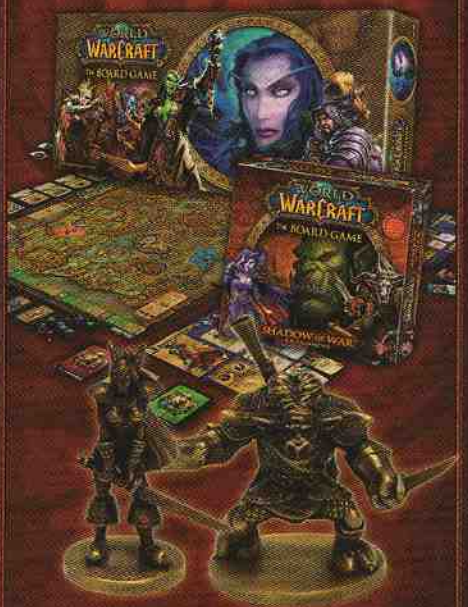

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Volo's Guide

Demon Cults of the Realms

Well met again, gentles; Volothamp Geddarm, of course.

This time, I would speak of demon cults. Yes, those same unclad lasses prancing about black altars that are whispered over, late at night in taverns over many-times-emptied tankards.

They are not a mere source of mischief in fair Faerûn, nor yet "merely" the means by which local lords are toppled by upstarts, cabals of merchants come to covertly rule their town (or the next one), and unknowns rise to prominence.

No, they offer more. Rituals that can be entertaining to the well-hidden watcher, enspelled gems and other things worth possessing (for hasty sale a city or three later, down the trail), folk who can be manipulated by the traveler who knows the right dark hint or whispered command or secret sign to deliver, and networks of folk who can provide temporary shelter or food or even intimacy.

The worldly-wise wayfarer should know as many truths of what such cults do, and strive for, and where and who they are, for they can serve as one more weapon to menace that wayfarer—or to serve him as a blade against others.

The darkly fair Asmorna of Athkatla, for example, is one blade that snugly fits my hand. Then there's Cyrelle of Dock Ward in Waterdeep, Taumaraunda in Neverwinter, and— but I must not spend pages and pages upon my cultists. Go and find your own.

Volo

FORGOTTEN REALMS

by Eric L. Boyd, with special introduction by Ed Greenwood
illustrated by Andrew Hou

The infinite layers of the Abyss are home to all manner of demons, loumaras, obyriths, tanar'ri, and worse. Throughout the history of Faerûn, foolish mortals have dared to summon these creatures of chaos and evil to the Material Plane in order to advance their positions. Through such summonings (and, in rare cases, visits to the Abyss), mortals have learned of the powerful and unique demon lords who rule individual layers of the Abyss.

A small number of mortals are drawn to the worship of such lords, venerating them as gods and calling on them for succor. Although exceptions exist, such cults rarely last more than a generation or two, as most are eventually riven by infighting, betrayed by their patrons, or destroyed by servants of the true gods. Nevertheless, they always return anew.

In the Realms, demon cults are most prevalent among drow, humans, frost giants, lizardfolk, and minotaurs, although demon-lovers are found within every race and culture. Most folk in eastern Faerûn trace the worship of demon lords back to ancient Narfell, although many other cultures have their own traditions of demonic worship as well. The lands surrounding the Eastern Reach, including Impiltur, Damara, Narfell, and the Great Dale, are collectively known as the Demonlands, for pockets of the Abyss known as demoncysts (*Champions of Valor* and *Champions of Ruin*) lie hidden beneath the surface of this sprawling region.

The Demonomicon of Iggwilv

Recent issues of DRAGON have discussed the blasphemous treatise known as the *Demonomicon of Iggwilv*, both its unique fiend-binding spells (DRAGON #336) and, more extensively, the individual demon lords chronicled within. This article focuses on the foul worship of Baphomet (DRAGON #341) and Dagon (DRAGON #349), as well as Graz'zt (detailed in *Fiendish Codex I*). All of the lords of the Abyss detailed in *Fiendish Codex I* and in the *Demonomicon* series, except for Juiblex, are worshiped in the Realms; the Faceless Lord's cult has been absorbed into the church of Ghaunadaur.

Cult of Baphomet

The Prince of Beasts is the patron of baphitaurs (*Underdark*, 82) and minotaurs and is venerated by many members of those cursed races. Other races that sometimes pay Baphomet honor include giants (usually hill giants) and ogres. Shrines dedicated to the Prince of Beasts have been found in caves beneath the Great Gray Land of Thar, swallowed up by the fens of the Cold Field, on hilltops amidst the foothills of the Ice Spires, and in the Northdark (the region of the Underdark beneath the North), in the depths of the maze of tunnels known as the Labyrinth.

The Cult of the Labyrinth, largest of Baphomet's currently active cults, wanders through the countless tunnels and rifts of the region for which it is named in search of prey and sites sacred to the Prince of Beasts. Members of the cult believe that demons in service to Baphomet have hidden shrines to their master throughout the region and that by seeking such sites they give homage to the Prince of Beasts. It is said that one such shrine holds a *brazen skull* (Dragon #342). The ranks of the cult are populated by both the true faithful of Baphomet and outcasts from many races who have lost their way amid the myriad passageways. The cult is brutally controlled by a foul zealot who claims to be the offspring of the Prince of Beasts and calls himself the Gorgotaur. This tauric gorgon thrall of Baphomet (see *Savage Species*) drives his followers to the limits of exhaustion in their devotions and murderous forays.

The Cult of the Labyrinth regularly attacks Underdark merchants seeking to traverse the Northdark, including drow from Menzoberranzan and duergar from Gracklstugh. As a result, the cult has drawn the ire of the churches of Laduguer, Lolth, and Vhaeraun.

CULT OF DAGON

For over twelve millennia, undersea kingdoms and empires have risen and fallen in the depths of Serôs, the aquatic lands beneath the Sea of Fallen Stars, largely unknown to the surface-dwelling inhabitants of the lands above. All the while, in the abyssal depths of the Trench of Lopok, the obyrith lords known as "Those Who Sleep Below" have slumbered, their nightmares infecting the dreams of those who swim in the Sea of Fallen Stars.

Eldest of Those Who Sleep Below is Dagon, Prince of Darkened Depths. For centuries the obyrith demon lord has plotted to obliterate an entire pantheon of aquatic gods on the far side of Abeir-Toril in hopes of acquiring their divine power.

First, the Prince of Darkened Depths prepared an elaborate and deadly trap, setting in motion events beneath the surface of the Sea of Fallen Stars that would place armies of his servants in control of the undersea depths. Then, drawing on long forgotten eldritch magics, Dagon restricted the influence of the deities venerated by the shalarin (see *Monsters of Faerûn*), who dwell in the Sea of Corynactis on the far side of Abeir-Toril, West of Maztica, to the confines of the shalarin homeland. With his trap thus prepared, the Prince of Darkened Depths unleashed the first of five "wild tides," the goal of which was to sweep large numbers of shalarin into the Sea of Fallen Stars (and out of the Sea of Corynactis), where they could be destroyed by Dagon's readied armies.

Lord of the Hidden Layer

Eltab, the "Lord of the Hidden Layer," is an ancient and powerful demon lord who has wreaked havoc in the eastern reaches of Faerûn for centuries. First summoned by Narfellin demonbinders in the waning years of the great war between Narfell and Raumanthar, Eltab led an invasion of Rasheman and ruled that land for several decades after the fall of Narfell. After being imprisoned by the Witches of Rashemen and released by crusaders of Myrkul over twelve centuries ago, Eltab helped establish the theocracy of Eltabranar in the Eastern Shaar. He played a pivotal role in the Battle of Thazalhar when the Red Wizards threw off the yoke of the Mulhorandi god-king and was then imprisoned beneath the newly constructed Thayan capitol city of Eltabbar when the Red Wizards failed to banish him. After centuries of imprisonment, Eltab is finally free (although he is still bound to remain in the Material Plane). The Lord of the Hidden layer now plots against his many enemies from the bowels of the Narfelli-built Citadel of Conjurers in Impiltur (Dragon #346).

Further details on Eltab can be found in *Champions of Ruin*.

In –1,509 DR, the first of the five "Wildtide Portals" opened, sweeping a large contingent of shalarin from their distant home into the Sea of Fallen Stars. Cut off from their deities, the shalarin were quickly set upon by forces Dagon had corrupted to his service. Seventy percent of the shalarin were quickly killed, and all would have died if opponents to Dagon's will had not come to their rescue. This resistance, mostly comprised of merfolk and with their newly transplated shalarin allies, fought back against Dagon's agents, dealing a significant setback to the demon lord's plans.

Despite the defeat of Dagon's minions in the wake of the First Passing, his trap continued to operate. Every 720 years, large numbers of shalarin were swept up by a "wild tide" and deposited in Serôs. The fifth and final Passing unfolded in the Year of the Unstrung Harp (1371 DR), which resulted in a permanent portal between Serôs and the Sea of Corynactis.

In the years since the fifth "wild tide," the shalarin and the new arrivals have endeavored to keep the existence of a permanent portal secret, fearing the repercussions if word of its existence gets out to other folk of Faerûn. Moreover, to the surprise of the Serôsian shalarin, in the interval between the Fourth Passing and Fifth Passing, the Corynactisian shalarin all but abandoned their ancient deities who had grown silent. The cult of Dagon is now the predominant religion in the Sea of Corynactis, and those shalarin opposed to its burgeoning influence were largely swept up by the Fifth Passing and deposited in Serôs.

Once the Serôsian shalarin realized the danger, they largely cut off travel between the two communities. The cult of Corynactis, as it is known, has already taken root among their community and its ranks continue to grow in secret among their number.

CULT OF GRAZ'ZT

During the Time of Troubles, Waukeen the Merchant's Friend placed her divinity in trust with a fellow goddess, Lliira, and escaped the Realms to the Astral Plane with the aid of a god from another world. Once on the Astral Plane, she intended to make her way back to her realm via the Abyss with the purchased aid of Graz'zt. The Dark Prince betrayed the Merchant's Friend and imprisoned her until she agreed to renegotiate.

The League of Six Rings, better known as the League of Six-Figured Gentlemen, is rumored to be secretive all-male merchant's cabal with ties to the upper echelons of the ecclesiastic hierarchy in the Church of Waukeen. The truth is rather more sinister. During the thirteen-year Interdium of Waukeen, the time during which she was help captive by Graz'zt, a dark cabal known as the Scions of the Dark Prince rose to positions of power within Waukeen's church, preparing to seize power from the Lliiran-backed hierarchy. In the Year of the Unstrung Harp (1371 DR), before their plot could come to fruition, Waukeen was rescued by daring adventurers.

After the Merchant's Friend reclaimed her divinity, Graz'zt's followers changed tactics and reconstituted themselves as the League of Six Rings. (The name stems from the many dark-complexioned tieflings within their ranks whose only Abyssal trait is six fingers on their left or right hand and who often wear six rings upon that hand.) Nominally the League seeks only to enrich its members at the expense of other merchants and maintain close ties with the ecclesiastic hierarchy, but in truth this dark brotherhood is a malignant cancer at the heart of the Church of Waukeen that continues to grow in power and influence, spreading the Harlot's Coin heresy.

Harlot's Coin Heresy: *Power of Faerûn* introduced the concept of heresies and schisms within the many churches of Faerûn. The scions of the Dark Prince are active believers in the Harlot's Coin Heresy.

Harlot's coin heretics believe that Waukeen has been slowly selling fractions of her divinity (and her virtue) to Graz'zt to finance her church and that the Dark Prince imprisoned the Merchant's Friend during the Time of Troubles for failing to pay her debt. They also believe that Waukeen only won her freedom from Graz'zt's Triple Realm by paying her debt in full, tipping the scales so that the Dark Prince now holds the majority of her divine mantle. Harlot's Coin heretics have access to the following domains: Demonic (*Hordes of the Abyss* 88), Knowledge, Temptation (*Hordes of the Abyss* 90), and Trade. Their favored weapon is the bastard sword. Cleric believers in this heresy must be chaotic evil, neutral evil, neutral, or chaotic neutral.

EBERRON

DRAGONMARKS

WAY OF THE SHACKLED BEAST

by Nicolas Logue • introduction by Keith Baker • illustrated by Tyler Walpole

Many believe the Silver Purge was an inquisition, that the lycanthropes never had a chance and that the shifters were the only creatures who suffered. The truth is far uglier. I still remember Hammon Thorp, finding the village strewn with gnawed bones and painted with the blood of the innocent. This was a time of madness, and when the tide finally turned the Aundairians were hungry for vengeance. But werewolves and wererats weren't so easy to find, and so it was the shifters who suffered. Madness turned to tragedy, and the wounds remain to this day. But wonders emerged from this conflict. For all the horror, there were many acts of courage, compassion, and creativity. Such is the tale of Zev Jaxos. Shifter. Hero. Martyr of the Silver Flame. He suffered for the crimes of the lycanthropes—and in his torment, he found the Way of the Shackled Beast.

—Tasker, Excoriate of House Sivis

All shifters face the beast within. Some cannot keep it chained and unleash its animal fury on their enemies. Others stare into the fierce visage of the beast with a cold gaze and learn to channel their rage into complete martial mastery. This path of self-cultivation is referred to as the Way of the Shackled Beast and many shifters train in its secrets, learning to hone their fighting skills through self-control and a unique system of martial arts focused on their shapechanger physiology and spiritual path.

ORIGINS OF THE WAY OF THE SHACKLED BEAST

The purge of lycanthropy lasted fifty years, and it waxed and waned as any conflict does. For the first few decades it was a brutal conflict, with crusaders facing packs of werewolves and wereboars, fighting to defend the people of Aundair from these vicious assaults. But as the tide slowly turned in the favor of the Silver Flame, the surviving lycanthropes grew crafty and cunning. Many hid among shifter communities. This was a war of paranoia and manipulation, as wererats and other cunning lycanthropes turned human and shifter against one another. It's well known that the conflict left deep scars between the Church of the Silver Flame and the shifters; what few people realize is that many shifters hate lycanthropes just as passionately as they hate the Silver Flame, as both forces brought suffering and death to their people.

The chaos of the Purge drew many Aundiarians to the Silver Flame, and today the nation is a stronghold of the puritan movement. Where the templars of Thrane had come in search of justice, many of these new converts sought vengeance, and the shifters suffered as a result. At the height of the crusade, full-moon hunts across leagues of countryside left hundreds of mutilated shifter corpses in their wake. During one such dark hour of fear and persecution a shifter monk named Zev Jhaxos earned the scrutiny of the Aundairian inquisitors. A patriot and high-ranking captain in Shadukar's town garrison, with a widespread reputation as an honorable defender of justice and good, Zev appeared as ordered to present himself for trial at the Inquistor's Crucible in Sigilstar. Zev stood before a tribunal of bishops certain they would peer into his heart and find nothing untoward within. He was shocked when they sentenced him to a lengthy term of "purification."

At this particular period of the crusade, a newborn faction of Aundairian inquisitors held large numbers of shifters captive in purification camps, where bloodlines and "evil beast-like proclivities" could be purged

with intensive re-education (mostly consisting of excruciating torture by blade, fire, and mind-numbing barrages of enchantment magic). This practice was quickly condemned by Flamekeep, but many shifters suffered at the hands of angry Aundairians before the camps were destroyed.

Within one camp, shackled hand and foot, Zev Jhaxos sought salvation from within in order to defeat the enemies around him. Prior to his imprisonment he practiced the Mironite monastic discipline of Thrane, but sequestered among his own people under such dire persecution he quickly realized the shifter race needed its own path to enlightenment. Still a devout believer in the Silver Flame, he supposed his imprisonment in the purification camp was destiny, and his holy mission was to free his own people from the persecution of false priests by creating a new style of martial arts.

DOCTRINE OF THE WAY

Zev Jhaxos's scrawled the walls of his dank cell with his complete doctrine, but only fragments survived, passed down among his followers. After their master's demise, Zev's senior disciples went their separate ways to better spread his art. These two reasons account for the fractured nature of the way's doctrine today. Some followers claim Zev was a devout believer in the Silver Flame to the dying end, while others insist he fled the flame's embrace and scorned the church. Many sects of the way view the church as their nemesis and actively seek its downfall. Others see a higher calling of self-mastery in Zev's teachings. Sadly, various groups within the way find themselves in conflict with one another today. The idea of his martial art being used by shifters to shed shifter blood no doubt torments Zev Jhaxos's restless spirit.

WAY OF THE SHACKLED BEAST TEACHINGS

What follows are a few of the fractured remains of Zev Jhaxos's doctrine.

- To unleash the beast within is to lose your soul to fury and make yourself a slave. A creature is only free when it understands itself. The beast must not be unleashed but rather set free. So it shall be with our people. Our salvation lies inward.
- To break your shackles without, you must shackle the beast within.
- The shackles of our enemy become our weapons against them. Those who seek to bind us do so not out of mastery but out of fear. These shackles are a symbol of our people's power feared by the other races.
- When you shackle the beast within, you tie your soul to it. When you and the beast are one the struggle is ended and both you and the beast become free at last.

TECHNIQUES OF THE WAY

The following feats are taught to followers of the Way or their allies. Fighters can only gain them as

fighter bonus feats if they have connections with a master of the Way of the Shackled Beast.

BEAST STRIKE [GENERAL]

Your martial training makes full use of your natural weapons in unarmed combat.

Prerequisites: Base attack bonus +5, Improved Unarmed Strike, claw or slam attack.

Benefit: When you make an unarmed strike or grapple check to deal damage, you may add your claw or slam damage to your unarmed strike or grapple damage.

Special: A fighter may select Beast Strike as a fighter bonus feat.

DISRUPTING STRIKE [SHIFTER]

The control you exercise over your beast within allows you control over others with the ability to change their shape.

Prerequisite: Shifter, Improved Unarmed Strike, Stunning Fist.

Benefit: You may expend a daily use of your stunning fist to disrupt a shapechanger and cause it to instantaneously revert to its natural form. This attack works identically to Stunning Fist, except if the opponent fails its save it reverts to its natural form (thus ending a shifter's shifting) instead of being stunned.

Special: A fighter may select Disrupting Strike as a fighter bonus feat.

FEAR NO BINDS [GENERAL]

Shackles, ropes, and binds offer no impediment to your impressive fighting skills.

Prerequisites: Escape Artist 6 ranks, Improved Unarmed Strike.

Benefit: You suffer no penalties on attack rolls made while grappling and may make unarmed strike attacks when bound with any nonmagical bindings, be they ropes, chains, or shackles. You suffer no penalties on attack rolls or to Dexterity when entangled. If you are targeted by a net attack and defeat your opponent's opposed Strength check to restrain your movement you may instead forcibly pull your opponent, moving him anywhere within the limit of the trailing rope he holds. Your opponent may drop his net as a free action to avoid being pulled about by you.

This feat does not prevent any movement-slowing effects suffered while bound or entangled.

Special: A fighter may select Fear No Binds as a fighter bonus feat.

FIERCE MIND [SHIFTER]

The beast within you knows no fear. You may call upon its ferocity to see you through your darkest hours.

Prerequisite: Shifter.

Benefit: You may expend a daily use of your shifting ability to ignore any fear effect targeting you. If an effect allows a saving throw, you may attempt your save first and use this ability to negate the effect if you fail.

Special: A fighter may select Fierce Mind as a fighter bonus feat.

SHIFTSILVER MASTERY [SHIFTER]

You are well-trained in wielding shiftsilver weapons, maximizing their shiftsilver quality to deadly effect.

Prerequisite: Shifter, base attack bonus +8, two other shifter feats, must have crafted your own shiftsilver weapon.

Benefit: Whenever you score a critical hit with a shiftsilver weapon you crafted against a creature with DR/silver, your shiftsilver weapon temporarily turns into liquid silver, rending flesh from the inside out and dealing 2d4 points of Constitution damage.

Special: A fighter may select Shiftsilver Mastery as a fighter bonus feat.

WAY OF THE SHACKLED BEAST STYLE

The Way of the Shackled Beast is a new fighting style available to shifter monks. A 1st-level shifter monk (regardless of character level) may select the Way of the Shackled Beast style, dictating which bonus feats she gains at 1st, 2nd, and 6th levels. In addition, she gains a +2 bonus on Jump checks. Finally, if she meets the listed prerequisite she gains the listed bonus. If the shifter monk hasn't yet met the prerequisite she doesn't gain the bonus ability, even if she meets the prerequisites at some later time.

Shifter monks who practice the Way of the Shackled Beast utilize the ferocity and power inherent in their race.

1st-Level Skill Bonus: Jump.

1st-Level Feat: Fear No Binds.

2nd-Level Feat: Beast Strike.

6th-Level Feat: Disruptive Strike.

6th-Level Bonus Ability: You may use your flurry of blows ability at the end of a succesful charge.

Prerequisites: Jump 9 ranks, Two-Weapon Fighting.

NEW EQUIPMENT

While shifter monks have sculpted their bodies and minds into new and dangerous forms, so too have shifter craftsmen and artificers created new tools and alloys to aid their monk allies. In addition, shifter seers long ago discovered a new kind of minor artifact, the *amulet of the twelve moons.*

AMULET OF THE TWELVE MOONS

A complete version of this potent artifact bears twelve precious or semi-precious stones—one corresponding to each of Eberron's moons. The origin of these enigmatic items of power remain steeped in debate. Many claim the first amulet was created during the War of the Mark as a means of uniting the fractured dragonmarked races. Shifter sages insist that Zev Jhaxos or one of his disciples received the first such amulet as a gift from the gods. Regardless of the amulets' true origin, none of the few known examples today bear all twelve stones.

Each specific magic stone grants you a different magical power, and all stones act concurrently upon you when you wear the amulet.

In addition to its gems' many gifts, the *amulet of the twelve moons* grants a +2 enhancement bonus on all attack and damage rolls made by unarmed strikes and natural weapons. With all twelve stones attached, this bonus increases to +5. The stones of power and the moons they represent are as follows.

Zaranthyr: A white opal represents the midwinter moon indicative of powerful storms. This stone grants you immunity to effects of winds and precipitation of all kinds.

Olarune: A clean white diamond symbolizes the late winter moon of Olarune. It grants a +4 enhancement bonus to your Wisdom score.

Therendor: A turquoise stone corresponds to the early spring moon. You gain the ability to cast either *cure serious wounds* three times per day or *mass cure light wounds* once per day (CL 20th).

Eyre: The mid-spring moon is represented by a malachite stone. It grants a +4 enhancement bonus on all Craft checks.

Dravago: An aquamarine symbolizes the late spring moon. You gain a +5 bonus on Search and Survival checks. If you have druid or ranger levels, you gain a +5 bonus on your wild empathy checks as well.

Nymm: A smoky rose quartz corresponds to the early summer moon. This stone prevents you from needing to eat or drink and you need only sleep 2 hours per day in order to gain the restful benefits of a normal 8 hours of sleep. You must wear the amulet a week before you gain the abilities of this stone.

Lharvion: A golden yellow topaz represents the midsummer moon. It grants you a +4 insight bonus on Listen and Spot checks. You may cast *see invisible* three times per day (CL 20th).

Barrakas: As symbolized by a glistening ruby, this late summer moon grants you the ability to cast *discern location* once per day (CL 20th).

Rhaan: An amber stone corresponds to the early autumn moon. It grants you the ability to cast *sending* three times per day (CL 20th).

Sypheros: The mid autumn moon is represented by a moon-shaped piece of obsidian. This stone lets you cast *displacement* on yourself three times per day (CL 20th).

Aryth: A rosy pearl symbolizes this late autumn moon. It grants you the ability to *dimension door* once per day (CL 20th).

Vult: A creamy white piece of jade corresponds to the early winter moon. It grants a +4 natural armor bonus to your AC.

Strong transmutation; CL 20th; Weight 2 lb.

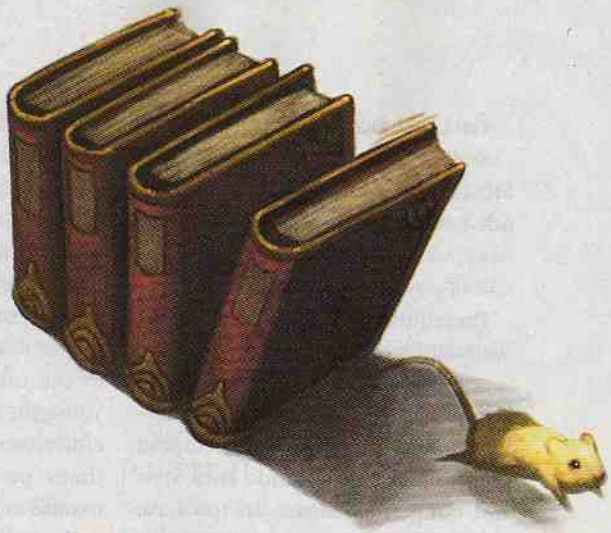
SHIFTSILVER

Forged in the light of the full moon by mixing silver, steel, and the blood of a willing shifter donor, shiftsilver makes for highly sought-after weapons. Both members of the Way of the Shackled Beast and followers of the Silver Flame seek out shiftsilver weapons. Shiftsilver is pliable and flexible while remaining strong as normal steel. Weapons made of this material possess a mystical ability to find weak points in armor, skidding along the surface and weaving their way into joints or gaps. Shiftsilver weapons bypass silver damage reduction as a silvered weapon and actually deal an extra +2 points of damage to creatures with silver damage reduction.

If a shifter forges her own shiftsilver weapon with her own blood as a component, she gains a permanent +1 bonus on attack rolls with the weapon. Forging a shiftsilver weapon is the same as forging a masterwork silvered weapon, but the work must be done under the light of a full moon and requires a DC 25 Craft (weaponsmithing) check by the person crafting it. Shiftsilver adds +1,500 gp to the cost of a weapon. All shiftsilver weapons are automatically masterwork.

 by Andy Collins • illustrated by Andrew Hou

OFFICIAL ANSWERS TO YOUR QUESTIONS



This month, the Sage dons his trusty, rusty chainmail to take on a bevy of armor- and shield-related questions. Send your questions to **sageadvice@paizo.com**.

Can a character using a two-handed weapon (such as a greatsword) make an off-hand attack with armor spikes?

Yes, but you'd suffer all the penalties for attacking with two weapons (–4 penalty on the greatsword attacks and –8 penalty on the armor spikes attack or –2/–2 if you had the Two-Weapon Fighting feat).

If a character carrying a shield makes an off-hand attack with armor spikes, does he retain the shield's bonus to AC?

Yes. You lose your shield bonus to AC if you use the shield to attack, but nothing indicates that making an attack with armor spikes would do so.

When does a character with a shield lose his shield bonus? Does he get to use his shield bonus against all attackers when flanked? What about when subjected to a sneak attack?

Your shield bonus doesn't apply to your touch AC, but otherwise it applies any time you're able to use it. (For instance, the Climb skill description specifically notes that you can't use a shield while climbing.)

Neither flanking nor making a sneak attack automatically allows you to ignore the defender's shield bonus to AC.

Does having proficiency with shields make you proficient with shield bash attacks? What about with a spiked shield?

Characters proficient with a type of shield are also proficient in shield bash attacks made with that type of shield. Shield spikes are treated as shield bash attacks, so the same applies.

Can you take Weapon Focus and similar feats with the shield?

Yes, but you should indicate whether you're taking the feats with light shields or heavy shields. The bonus would apply to any shield bash attacks you make, including those made with a spiked shield.

A fighter who relies on shield bash attacks can certainly take Weapon Focus (heavy shield), Weapon Specialization (heavy shield), and even Improved Critical (heavy shield).

Can you make attacks of opportunity with a shield? That is, do I threaten squares within my reach while I'm wearing a shield?

Since a light or heavy shield can be used as a weapon, you can indeed make attacks of opportunity with it just as if it were a weapon. The attack would follow the normal rules for a shield bash, causing you to lose the shield's bonus to AC until your next turn.

Since sunder cannot be used against armor worn by another character, can worn armor only be damaged from a natural 1 on its saving throw from a spell? Are there other methods for damaging armor worn by an opponent?

There aren't really any mundane means of damaging the armor worn by an opponent.

As you point out, worn armor can be damaged if its wearer rolls a natural 1 on a saving throw. There are also various special abilities and effects that can damage armor (the ever-popular rust monster comes to mind), but in general, worn armor is safe from taking damage in most situations.

On the Armor for Unusual Creatures chart (*Player's Handbook*, 123), the footnote for Tiny and smaller says "Divide the armor bonus by 2." Does that include any enhancement bonus the armor has? It mentions only armor bonuses, not shield bonuses, so are shields affected by this reduction?

This footnote applies to the base AC bonus provided by a Tiny or smaller suit of armor or shield, but not to any enhancement to that bonus.

A Tiny +1 *chain shirt* would provide a +3 armor bonus to AC (half the chain shirt's +4, plus 1 for the enhancement bonus). A Tiny buckler wouldn't provide any shield bonus to AC (half of +1, rounded down, is 0).

A magic armor's armor bonus doesn't count against touch attacks, but do any of its special abilities (such as fortification)?

Yes.

A character's touch AC doesn't include armor bonuses, but there's nothing to indicate that an armor's other properties don't apply.

Does heavy fortification negate the decapitation effect of a vorpal weapon? What about the extra damage a flaming burst weapon deals on a crit?

The fortification property of armor or shields negates the extra damage from a critical hit or sneak attack, but not any special abilities triggered on a critical hit.

Heavy fortification won't protect you from a vorpal weapon, nor will it guard against the additional flaming burst damage.

Does ghost touch armor protect against *wraithstrike* (*Spell Compendium*, 243)?

No. The ghost touch armor property allows you to add the armor's enhancement bonus and armor bonus to AC against the attacks of incorporeal creatures, but not all touch attacks (as noted in the FAQ). Despite the name of the spell, *wraithstrike* does not turn you into an incorporeal creature.

Can you add a property with a gp value (such as acid resistance) to a shield or suit of armor that already has an effective bonus of +10 (such as a *+5 shield of heavy fortification*)?

As long as the property doesn't push the item's price above 200,000 gp (not counting material costs), yes.

A *+5 shield of heavy fortification* that gained acid resistance would have a base price of 118,000 gp (not counting the material costs of the shield itself). You could continue to add special abilities with gp costs (undead controlling, fire resistance, and so forth), as long as the base price didn't exceed 200,000 gp.

Above 200,000 gp, a magic item becomes an epic magic item, and the pricing scheme changes. See the *Epic Level Handbook* for details.

Would the damage reduction gained by a barbarian or granted by the Armor Specialization feat (*Player's Handbook II*, 75) stack with the DR from adamantine armor?

No. Unless the effect specifically states otherwise, damage reduction from different sources never stacks.

A 13th-level barbarian with Armor Specialization (medium armor) who wore an adamantine breastplate would have DR 3/— from his class levels, which would override the DR 2/— gained from the feat and from the armor.

Does the AC bonus of a buckler stack with that of a dastana (*Oriental Adventures*, 75)?

Multiple shield bonuses to AC never stack. It doesn't matter whether the bonuses come from a buckler, a dastana, a tower shield, a *ring of force shield*, or the *shield spell*—only the highest shield bonus to AC applies.

Does the bonus to AC from Divine Shield (*Complete Warrior*, 106) provide its bonus to touch AC?

No.

The Divine Shield feat states that the bonus "applies to the shield's bonus to Armor Class" which indicates that it's increasing the shield's shield bonus to AC. Thus, the benefit wouldn't apply against touch attacks.

Would the Heavy Armor Optimization feats (*Races of Stone*, 141) apply to heavy armors made of mithral?

No.

Mithral heavy armor effectively becomes medium armor for all purposes, which means that benefits accruing to the wearer of heavy armor wouldn't apply when wearing mithral heavy armor.

When a warforged enhances his composite plating (*Eberron Campaign Setting*, 24) for the first time, does it count as already having a +1 armor bonus for the purposes of calculating the cost in gold (since it already has light fortification)? Can the fortification be upgraded on the composite plating for the difference in cost as well?

No and no.

The light fortification possessed by the warforged is an extraordinary special quality, not a magical property. Thus, it has no effect on any magical enhancement applied to the composite plating of the warforged.

Unfortunately, this also means that it doesn't allow the warforged to upgrade that fortification. A warforged who wanted the medium fortification armor property on his composite plating would have to pay the full cost (+3 bonus), because its benefit doesn't stack with the extraordinary special quality he already has.

Can armor properties (such as fortification or slick) be added to items that have no AC bonus, such as a robe?

No. For example, a wizard can't add light fortification to his nonmagical robes by paying 1,000 gp (as if it were simply a +1 bonus equivalent).

Of course, the DM could create such an item and add it to his game. Rather than simply using the cost provided for the armor property in question, he would compare it to items of similar power level and character value to ensure it's priced fairly.

Does a 1st-level tiefling wizard have proficiency with light armor? Does a 1st-level aasimar sorcerer have heavy armor proficiency?

No and no.

The *Monster Manual* entry for "Outsider Type" states that they are proficient "with whatever type of armor... it is described as wearing... outsiders not indicated as wearing armor are not proficient with armor."

However, the planetouched entries don't depict normal versions of those creatures; instead, they're 1st-level warriors (which grants them proficiency with light, medium, and heavy armor, and with shields). It's impossible to guess whether those creatures would normally be described as wearing such armor, but the Sage leans toward no.

Are armor spikes counted as a single weapon for the purpose of adding magical enhancements to them?

Yes.

You can have masterwork armor spikes for the added cost of 300 gp, and you can add a +1 enhancement bonus to them for another 2,000 gp.

What is the cost and Craft DC for an adamantine, mithral, or other special-material item? And do special materials increase the crafting time?

The Sage recommends treating any item crafted from a special material as having two components: the masterwork component (150 gp for armor or shield, 300 gp for a weapon) and "the rest of the item," which is the item's total price minus the masterwork component.

The various special materials described in the *Dungeon Master's Guide* don't list any effect on the Craft DC, so you should use the normal Craft DCs listed for the item.

In the case of a mithral chain shirt, the masterwork component would have a price of 150 gp and a Craft DC of 20, while "the rest of the item" would have a price of 950 gp and a Craft DC of 14.

Using a special material such as adamantine in an item increases the crafting time, but only indirectly (since the higher price means you probably need a lot more successful Craft checks before you finish). In fact, the Craft rules don't handle items of such high value very well, and a DM looking to allow adamantine-armor-crafting PCs or NPCs in his game may need to augment those characters' abilities with magical effects or come up with house rules of his own to speed the process.

Dragon

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 by Shane O'Connor • illustrated by Julie Dillon

ADVENTURER

STRANGULATION

The special attack of garroting first appeared in *Song and Silence*. Attempting to strangle someone is a form of grappling, and follows all the normal rules for a grapple, except as follows.

Strangulation doesn't work against any creature that does not breathe (such as constructs, deathless, elementals, and undead), nor against oozes, plants, vermin, incorporeal, or ethereal creatures. Your DM might designate other creatures immune to strangulation as well.

When you are grappling, in addition to the other actions you can take (*Player's Handbook*, 156) you may attempt to gain a strangle hold on your opponent by making a special melee touch attack. If you succeed at this special melee touch attack, you grab hold of your opponent's throat (or slip a garrote around his neck) and can begin to strangle him on the following round. You do not ignore all of your opponent's armor bonus to his AC when making this attack, as shown on the accompanying chart.

To strangle your opponent you must win an opposed grapple check every round (made in place of an attack). If you use only your hands in the strangle attempt (and not a garrote or other appropriate weapon) you take a –4 penalty on the initial opposed grapple check (but not on any subsequent grapple checks) and cannot strangle a creature larger than yourself. You must use both hands to strangle (unless you have a locking garrote—see below) and cannot take any of the following grapple actions: attack your opponent, draw a light weapon, pin an opponent, retrieve a spell component, or use an opponent's weapon. A creature being strangled cannot attempt to pin an opponent, take an opponent's weapon used to garrote him, speak, or take any vocal actions (such as casting a spell with a verbal component).

If you succeed at your strangle attempt, your opponent can no longer breathe but can still hold his breath for up to 2 rounds per point of Constitution (beginning that same round). After this period of time, the creature must make a DC 10 Constitution check to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the strangled creature fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to –1 hit points and is dying. On the third round, he suffocates. If you stop strangling your opponent once he falls unconscious he

AC VERSUS STRANGULATION

Armor Type	Target's AC Modifier Against Strangulation Attack
Natural armor	Provides normal protection (equal to the bonus of the natural armor)
Full plate	Provides a +4 armor bonus
Leather collar	Provides a +4 bonus
Gorget	Provides a +10 bonus

remains unconscious for 2d6 minutes. An opponent who drops to –1 hit points before you release your strangle hold is automatically stable at –1 hit points. A strangled creature may pretend to fall unconscious by making a successful Bluff check .

NEW EQUIPMENT

Strangling using a weapon is known as garroting, and the item used is called a garrote. Garrotes provide bonuses on grapple checks made to strangle, or deal the listed damage if you use the hit point strangulation rules.

Cord: Cord has hardness 0, 2 hit points, and a break DC of 20.

Gorget: A gorget is a metal collar that provides a +10 armor bonus against strangulation attacks. A gorget has hardness 10 and 5 hit points. It must be custom-made for its wearer and imposes a –4 penalty on checks made to perform physical actions over a period of time (running, swimming, breath-holding, and so on). A gorget costs 10 gp and weighs 5 pounds.

Leather Collar: This simplified leather gorget provides a +4 armor bonus against strangulation attacks. A leather collar has hardness 3 and 1 hit point. It must be custom-made for its wearer. A leather collar imposes a –2 penalty on checks made to perform physical actions that extend over a period of time. A leather collar costs 2 gp and weighs 2 pounds.

Locking Mechanism: A locking mechanism consists of a pair of handles that attach to any thin, supple item (such as a rope, steel cable, wire, and so on). The handles slide along the garroting material freely, but when brought together they can lock in place together. Once you secure the garrote you can lock the garrote in place with a move action. This maintains strangling pressure on your opponent even after you let go. The garroted creature continues to make grapple checks (each one opposed by the last grapple check you made) until freed or unconscious. Unlocking the handles from each other is a free action. Adding a locking mechanism to a garrote makes the garrote an exotic weapon.

The DC for a Disable Device check made to remove a locked garrote is 10 if the character has Exotic Weapon Proficiency (locking garrote) or 25 if she does not. If someone other than the victim makes the attempt, a –5 penalty applies unless the garroted character is *held*, unconscious, or otherwise kept from moving. A character attempting to remove a locked garrote from around his own neck takes a –5 penalty for working blindly. A character cannot take 10 or take 20 on this check unless the creature garroted is already dead. Failing a Disable Device check by 5 or more causes the victim to lose an additional round's worth of air (or deals a round's worth of damage, if using those rules).

Steel Cable: Steel cable has hardness 8, 8 hit points, and a break DC of 26.

Wire: Most wire garrotes come with grips at the ends. Using a wire garrote without grips or some kind of hand protection deals 1d3 points of damage per round to you. Wire has hardness 4, 5 hit points, and a break DC of 24.

HIT POINT STRANGULATION

As an optional rule, you may have strangling deal damage instead of, or even in addition to, causing suffocation. In this case, for each round you maintain a strangle hold you deal 1d3 points of nonlethal damage (Small creatures deal 1d2) plus 1-1/2 times your Strength modifier. You can make this damage lethal with a –4 penalty on your opposed grapple checks, if you have the Improved Unarmed Strike feat, or if you use a garrote.

GARROTING WEAPONS

Simple Weapons	Cost	Strangle Bonus	Strangle Dmg (S)	Strangle Dmg (M)	Weight
Two-Handed Weapons					
Chain (5 ft.)	15 gp	+2	1d4	1d6	1 lb.
Cord (5 ft.)	1 sp	+1	1d4	1d6	1/10 lb.
Rope	varies	+1	1d3	1d4	varies
Sling	1 gp	+1	1d2	1d3	0 lb.
Steel cable (5 ft.)	60 gp	+3	1d6	1d8	1 lb.
Wire (5 ft.)	25 gp	+3	1d4	1d6	0 lb.
Exotic Weapons					
Two-Handed Weapons					
Bola	5 gp	+1	1d3	1d4	2 lb.
Chain, spiked	25 gp	+2	1d6	1d8	10 lb.
Flail, dire	90 gp	+2	1d4	1d6	10 lb.
Whip	1 gp	+3	1d6	1d8	2 lb.

by Tim Hitchcock • illustrated by Julie Dillon

ARCANE LABORATORIES

During the pale hours between midnight and dawn, the sickly moon seeps low into the darkened hills. The wizard's candles melt into shallow pools of tallow, still burning as she pores through countless pages of notes within the lonely confines of her laboratory. Cluttered shelves line her walls and chalked lines of mystic symbols mar a smooth cobbled floor. Nearby, jars of unguents, strange mechanical devices, and crystalline beakers bubbling with unknown fluids form a bizarre landscape across a work-worn table.

This is a typical description of a wizard's laboratory—a place set up for her to craft magical devices, study arcane lore, summon beasts from distant planes, and do all manner of wizardly things. The laboratory serves her as a private sanctuary, storage facility, and—often—home. A wizard stocks her laboratory with the things she needs to accomplish her daily tasks, but what happens when she focuses on more specialized work?

This article discusses the possibility of specialized arcane laboratories, each built for a specific purpose and providing bonuses to such ends. While the price of individual labs varies, they all cost 50 gp per month to maintain (in addition to the costs of replacing any expended materials).

ARCANE DISTILLERY

An arcane distillery aids spellcasters in the precise art of brewing potions, alchemical liquids, and other eldritch elixirs. A distillery provides the most benefit to a character with the Brew Potion feat or several ranks in Craft (alchemy).

In the center of the room, a circular table of polished granite supports a magnificent glass alembic. Dozens of glass tubes and pipes traverse the chamber in strange zigzagging patterns, all designed to deliver arcane compounds with timed precision. Some travel to the alembic, others lead to or from an array of cauldrons, beakers, buckets, and tubs. Measuring a range of times, a number of small hourglasses rock on brass gimbals. Pushed into the corners, numerous carefully labeled barrels of water and other fluids await consumption.

Several granite washbasins and a metal drying rack filled with glass cylinders, tubes, and metal utensils for measuring and stirring hang from another wall. Above a row of sinks, long shelves support scores of jars containing compounds, salts, minerals, and powders, as well as smaller sealed glass beakers with a variety of colorful fluids. Mounted near the window, rows of long, soil-filled planter boxes grow rare herbs. Adjacent shelves overflow with tomes containing recipes for potions, cure-alls, ointments, tinctures, and various compounds both magical and mundane. It also holds spellbooks, although the spells are limited to those most commonly brewed into potions.

Benefit: The arcane distillery provides a +2 competence bonus on any Craft check made to create or brew liquids or pastes (including nonalchemical and nonmagical liquids, such as alcohol) and reduces the crafting and brewing time by 10%. Building an arcane distillery requires 30 days and 3,000 gp. This price does not cover the raw materials needed to brew any liquid—mundane, alchemical, or magical.

ASTROLOGICAL OBSERVATORY

An astrological observatory aids diviners, oracles, and fortunetellers in the observation and interpretation of astrological data. They provide the most benefit to diviner specialist wizards and those with ranks in Knowledge (geography) and Knowledge (nature).

Unlike other laboratories, an observatory requires a location conducive to viewing the night sky, such as atop a high hill or similar area removed from the lights and distractions of civilization. Comparatively stark, an observatory's interior contains only those few tools necessary for stargazing: spyglasses of various sizes, sextants, rulers, compasses, and lodestones. All equipment rests neatly on large desks over which sprawl dozens of star maps charting constellations from various points of the night sky. Round clay storage bins contain even more charts and maps, crisply rolled onto polished wooden spindles and slipped carefully into protective cloth sleeves. As a centerpiece, a massive 10 to 20-foot-long spyglass with multiple lenses rocks on a large iron brace, allowing an astrologist to aim it toward the heavens. The brace supports the entire weight of the spyglass, while a series of cranks and sprockets allows an individual to manipulate its precise angle and position. Dozens of almanacs, atlases, and maps of both land and sea cram observatory bookcases, along with a few rare tomes concerning the theory of constellations, fortune-telling, extispicy, rune reading, cards, and scrying devices. Observatory spellbooks generally contain divination spells or spells with themes concerning the sun, moon, stars, or weather. Observatories with basements often convert them into "night rooms" by painting them black and sealing them so no light can enter. A round lantern in the room's center allows individuals to enter the room safely. Once inside, an intricately fabricated spherical metal cover lowers over the lantern from the ceiling. The metal sphere rotates slowly while thousands of tiny piercings allow the lamplight to escape, creating the effect of a starry night sky.

Benefit: The astrological observatory provides a +2 competence bonus on Knowledge (geography) and Knowledge (nature) checks. Furthermore, an astrological observatory contains one of each focus needed for all common divination spells (those from the *Player's Handbook* and *Spell Compendium*). In addition, divination spells with XP costs cast within an astrological observatory cost 25% less XP. Building an astrological observatory requires 120 days and 40,000 gp.

CONSTRUCT LAB

A construct lab's design specifically aids spellcasters in the production and repair of constructs and provides the most benefits to characters with the Craft Construct feat (*Monster Manual*, 303).

In the center of the room a thick, door-sized slab of basalt rests on a rotating base. Steel-cabled pulleys and levers allow an operator to shift the slab to various angles. Anchored into the sides of the table are several iron rungs fitted with thick leather straps and buckles. Scaffolding rises 20 feet on either side of the table, with cables strung between that suspend six small oil lanterns. Polished metal disks as large as dwarves direct the lamplight toward the slab table. In the far corner burns a small forge with a complete set of smith's tools. Near it sits a 30-gallon barrel of water and a wooden-wheeled work cabinet holding various tools necessary for sculpting, woodcarving, and metalworking. A few mixing bowls, a giant mortar and pestle, knives of various sizes, scalpels, probes, tweezers, and other types of dissection tools clutter another nearby smaller table. Mounted to the walls, a long shelf holds stray items such as metal pins, widgets, jars of alchemical substances, containers of body parts, moulds, and pieces of various materials such as blocks of clay, bars of raw iron, and other metals. On another shelf rest manuals and blueprints for building various types of constructs, journals of construct builders, and spellbooks. Construct laboratory spellbooks contain spells geared toward fixing or repairing objects, locating rare substances, strengthening the hardness or altering specific properties of materials, and anything tied to the creation, control, or summoning of constructs.

Benefit: The construct laboratory provides a +2 competence bonus on any Craft check made to manufacture a construct and reduces the construction time by 10%. Furthermore, the laboratory allows for the repair of up to 25 points of damage per day, although the cost of the repair remains at 50 gp per hit point repaired. Building a construct laboratory requires 60 days and 8,000 gp. This price does not cover the raw materials needed to build individual constructs.

by Amber E. Scott • illustrated by Julie Dillon

DIVINE

DRUID GUIDE

This guide employs charts, rules clarifications, feat and prestige class suggestions, and rulebook references to enhance and ease the playability of the druid. For additional wild shape support, see "Wild Shape Guide" in DRAGON #348. This article references official errata, which can be found at **wizards.com/default.asp?x=dnd/er/20040125a**.

ANIMAL COMPANIONS

An animal companion does not gain the normal modifications of an advanced creature as detailed in the *Monster Manual*. Page 36 of the *Player's Handbook* lists all the changes an animal companion undergoes as it gains Hit Dice., in addition to the ability score increase they gain every four HD. According to the official errata, a druid's animal companion remains an animal and is not considered a magical beast.

Awakened animals cannot serve as animal companions.

Feats: Natural Bond (*Complete Adventurer*); Companion Spellbond (*Player's Handbook II*).

Prestige Classes: Animal lord, beastmaster, wild plains outrider (*Complete Adventurer*); nature's warrior (*Complete Warrior*).

WILD SHAPE

This ability functions like the alternate form special ability (see the *Monster Manual*), except as noted here.

Wild shape allows the druid to assume the form of an animal, elemental, or plant, depending on her level. When the druid uses wild shape, she retains her type and subtype unless the form she assumes has the aquatic

subtype, in which case she also gains the aquatic subtype. Her size changes to that of the new form.

Whenever the druid assumes a new form she regains hit points as if she had rested for a night. Any gear worn by the druid melds into her new form and becomes nonfunctional, even if her new form could wear the items. If the druid dons items in animal form and then resumes her own form, the items fall off and land at her feet.

A druid cannot assume the form of a creature with a template. She retains all spellcasting abilities, provided she can speak intelligibly to cast spells with verbal components (parrots do not count) or have humanlike hands to cast spells with somatic components.

Feats: Natural Spell (*Player's Handbook*); Blindsense, Climb Like an Ape, Cougar's Vision, Hawk's Vision, Improved Flight, Savage Grapple, Scent (*Complete Adventurer*); Boar's Ferocity, Cheetah's Speed, Eagle's Wings, Elephant's Hide, Extra Wild Shape, Fast Wild Shape, Grizzly's Claws, Lion's Pounce, Oaken Resilience, Serpent's Venom, Swim Like a Fish, Wolverine's Rage (*Complete Divine*).

Prestige Classes: Daggerspell shaper, master of many forms (*Complete Adventurer*); blighter (*Complete Divine*); nature's warrior, warshaper (*Complete Warrior*).

A THOUSAND FACES

A thousand faces is a supernatural ability that replicates *disguise self*, not *alter self*. This ability is not illusory, although it functions within the limitations of the *disguise self* spell. Its physical alterations affect the druid's body but not her clothing or gear.

DRUID SPELLS

The *animal shapes* spell functions as the alternate form ability in the *Monster Manual*, not like the *polymorph* spell.

After casting *call lightning*, a druid can call one bolt of lightning every round until the end of the spell's duration. The druid does not have to call a bolt of lightning each round, but she cannot "save up" rounds in order to call multiple bolts at one time.

When using the *shapechange* spell, a druid can assume the form of a creature with HD equal to no more than her caster level, to a maximum of 25.

Transport via plants is a Conjuration (teleport) spell.

Feats: Combat Casting, Natural Spell, Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, all metamagic feats (*Player's Handbook*); all metamagic feats (*Complete Divine*).

Prestige Classes: Hierophant (*Dungeon Master's Guide*); daggerspell shaper (*Complete Adventurer*); blighter, geomancer (*Complete Divine*).

WILD SHAPE

Druid Level	Wild Shape/ Day	Size and Type of Creature
5th	1	S or M animal
6th	2	S or M animal
7th	3	S or M animal
8th	3	S, M, or L animal
10th	4	S, M, or L animal
11th	4	T, S, M, or L animal
12th	4	T, S, M, or L animal or plant
14th	5	T, S, M, or L animal or plant
15th	5	T, S, M, L, or H animal or plant
16th	5/1	T, S, M, L, or H animal or plant/S, M, or L elemental
18th	6/2	T, S, M, L, or H animal or plant/S, M, or L elemental
20th	6/3	T, S, M, L, or H animal or plant/S, M, L, or H elemental

ANIMAL COMPANION ADVANCEMENT

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link, share spells
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	—
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	—

INFLUENCING ANIMAL ATTITUDES

Initial Attitude*	New Attitude (wild empathy DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

*The typical domestic animal starts with an indifferent attitude. The typical wild animal starts with an unfriendly attitude.

by Scott L. Gable • illustrated by Julie Dillon

PSIONIC

POWER BY DISCIPLINE

Psions can distinguish themselves from fellow psionic characters by choosing a specialty. Aside from their primary discipline's exclusive powers, though, no list of powers by discipline existed until now.

The following list categorizes every psion power from *Expanded Psionics Handbook* and *Complete Psionic* by discipline. Powers marked with "A" can be augmented. Those powers with a parenthetical name after them appear only on the list of powers for that type of psion.

PSION/WILDER POWERS

Clairsentience

1st—*Defensive precognition*[A], *destiny dissonance* (seer), *detect psionics, detect teleportation* (nomad)[A], *know direction and location, offensive precognition*[A], *offensive prescience*[A], *precognition* (seer), *stygian discernment, synchronicity*[A]

2nd—*Clairvoyant sense* (seer), *feat leech*[A], *object reading* (seer)[A], *psionic identify, recall agony*[A], *sensitivity to psychic impressions* (seer)

3rd—*Danger sense*[A], *escape detection* (seer), *fate link* (seer)[A], *mental barrier*[A], *psionic darkvision, realized potential, ubiquitous vision*

4th—*Anchored navigation* (seer)[A], *aura sight*[A], *detect remote viewing, psionic divination, remote viewing* (seer), *trace teleport*[A]

5th—*Clairtangent hand* (seer)[A], *ethereal agent, power resistance, psionic true seeing, second chance* (seer)

6th—*Greater precognition* (seer), *psionic contingency, psychometry*[A], *remote view trap*

7th—*Fate of one* (seer), *psionic moment of prescience, psionic sequester*

8th—*Bend reality, hypercognition* (seer), *recall death*

9th—*Metafaculty* (seer), *reality revision*

Metacreativity

1st—*Astral construct* (shaper)[A], *bolt*[A], *create sound, crystal shard*[A], *ecto protection*[A], *entangling ectoplasm*[A], *psionic grease, psionic minor creation* (shaper)

2nd—*Concealing amorpha, crystalstorm*[A], *psionic repair damage* (shaper)[A], *swarm of crystals*[A]

3rd—*Dismiss ectoplasm, ectoplasmic cocoon* (shaper)[A], *energy wall, greater concealing amorpha* (shaper), *psionic glyph of warding*[A], *psionic keen edge*

4th—*Burrowing bonds* (shaper)[A], *ectoplasmic swarm*[A], *psionic fabricate* (shaper), *quintessence* (shaper), *wall of ectoplasm*

5th—*Detain ectoplasm, ectoplasmic shambler, hail of crystals* (shaper)[A], *incarnate, psionic major creation*

6th—*Crystallize* (shaper), *greater psionic fabricate* (shaper)
7th—*Energy claw*[A], *mass ectoplasmic cocoon* (shaper)[A]
8th—*Astral seed* (shaper), *matter manipulation, psionic iron body*
9th—*Genesis* (shaper), *true creation* (shaper)

Psychokinesis

1st—*Control flames*[A], *control light, control object* (kineticist), *deflection field, energy arc*[A], *energy ray*[A], *far hand*[A], *force screen*[A], *inertial armor*[A], *matter agitation, my light*[A]
2nd—*Concussion blast*[A], *control air* (kineticist)[A], *control sound, energy emanation*[A], *energy missile* (kineticist)[A], *energy push*[A], *energy stun*[A]
3rd—*Dispel psionics*[A], *energy bolt*[A], *energy burst*[A], *energy cone* (kineticist)[A], *energy lance*[A], *energy retort*[A], *eradicate invisibility*[A], *telekinetic boomerang* (kineticist)[A], *telekinetic force*[A], *telekinetic thrust*[A]
4th—*Control body* (kineticist)[A], *energy ball* (kineticist)[A], *energy flash*[A], *inertial barrier* (kineticist), *intellect fortress*[A], *telekinetic maneuver*[A]
5th—*Celestial conduit*[A], *energy current* (kineticist)[A], *energy nullification field* (kineticist)[A], *fiendish conduit*[A], *fiery discorporation* (kineticist)[A], *greater stomp*[A], *suppress schism*[A], *telekinetic buffer*[A]
6th—*Dispelling buffer* (kineticist), *energy barrage*[A], *energy nullification field*[A], *null psionics field* (kineticist)
7th—*Energy wave*[A], *reddopsi* (kineticist)
8th—*Psionic telekinetic sphere* (kineticist)
9th—*Tornado blast* (kineticist)[A]

Psychometablism

1st—*Hammer*[A], *psionic endure elements, slow breathing*[A], *stone mind*[A], *synesthete, thicken skin* (egoist)[A], *urban strider*[A], *vigor*[A]
2nd—*Animal affinity* (egoist)[A], *biofeedback*[A], *body equilibrium, chameleon* (egoist), *damp power*[A], *earth walk*[A], *elfsight, empathic transfer* (egoist)[A], *psychic scimitar*[A], *share pain, specified energy adaptation*[A], *stygian ray, sustenance*
3rd—*Body adjustment*[A], *body purification*[A], *ectoplasmic form* (egoist), *forced share pain*[A], *heavy earth*[A], *hustle* (egoist), *mindfire*[A], *touchsight*[A]
4th—*Energy adaptation*[A], *metamorphosis* (egoist), *planar apotheosis*[A], *psychic vampire* (egoist)
5th—*Adapt body, cranial deluge*[A], *leech field*[A], *psionic revivify* (egoist)[A], *psychofeedback* (egoist), *restore extremity* (egoist), *stygian dominion*[A]
6th—*Breath of the black dragon*[A], *fuse flesh*[A], *mind over energy, psionic restoration* (egoist), *stygian bolt*[A], *suspend life*
7th—*Energy conversion, evade burst*[A], *eyes of the basilisk, fission* (egoist), *oak body*[A]
8th—*Fusion* (egoist), *planar embrace, shadow body, stygian veil, true metabolism*
9th—*Affinity field, assimilate, greater metamorphosis* (egoist), *pain affinity field, stygian conflagration*[A]

Psychoportation

1st—*Astral traveler, burst* (nomad), *catfall*[A], *deceleration*[A], *dissipating touch*[A], *float, skate*
2nd—*Dimension swap* (nomad)[A], *elemental steward*[A], *evade attack* (nomad)[A], *larval flayers*[A], *psionic knock, psionic levitate, psionic lock, psychoportive shelter*[A]
3rd—*Astral caravan* (nomad)[A], *dimension twister*[A], *time hop*[A]
4th—*Psionic dimension door*[A], *psionic dimensional anchor* (nomad), *psionic dismissal* (nomad), *psionic fly* (nomad), *psionic freedom of movement, shadow eft*[A]
5th—*Anticipatory strike, baleful teleport* (nomad)[A], *psionic plane shift, psionic teleport* (nomad), *teleport trigger* (nomad), *temporal reiteration* (nomad)[A]
6th—*Ethereal abduction*[A], *inconstant location*[A], *psionic banishment* (nomad)[A], *psionic disintegrate*[A], *psionic overland flight, retrieve*[A], *temporal acceleration*[A]
7th—*Decerebrate, divert teleport, dream travel* (nomad)[A], *planar champion*[A], *psionic ethereal jaunt* (nomad), *psionic phase door*
8th—*Mass time hop* (nomad)[A], *psionic greater teleport*
9th—*Psionic etherealness, psionic teleportation circle* (nomad), *time regression* (nomad), *timeless body*

Telepathy

1st—*Attraction*[A], *call to mind, conceal thoughts, déjà vu*[A], *demoralize*[A], *disable*[A], *distract, eidetic lock*[A], *empathy*[A], *empty mind*[A], *mind thrust*[A], *mindlink* (telepath)[A], *missive*[A], *primal fear*[A], *psionic charm* (telepath)[A], *psionic daze*[A], *sense link*[A], *telempathic projection*
2nd—*Aversion* (telepath)[A], *bestow power*[A], *brain lock* (telepath)[A], *cloud mind, detect hostile intent, ego whip*[A], *forced sense link, id insinuation*[A], *inflict pain*[A], *mass missive*[A], *mental disruption*[A], *psionic suggestion* (telepath)[A], *psionic tongues, read thoughts* (telepath), *serenity*[A], *thought shield*[A], *zone of alertness*[A]
3rd—*Cerebral phantasm*[A], *crisis of breath* (telepath)[A], *exhalation of the bronze dragon*[A], *false sensory input* (telepath)[A], *hostile empathic transfer* (telepath)[A], *mind trap*[A], *psionic blast*[A], *psychic containment*[A], *solicit psicrystal*[A]
4th—*Correspond, death urge*[A], *empathic feedback*[A], *implanted suggestion*[A], *mindwipe*[A], *personality parasite, power leech, psionic dominate* (telepath)[A], *psionic modify memory* (telepath), *psychic reformation, schism* (telepath), *thieving mindlink* (telepath)[A]
5th—*Catapsi*[A], *metaconcert* (telepath)[A], *mind probe* (telepath), *psychic crush*[A], *psychotic break*[A], *shatter mind blank, tower of iron will*[A]
6th—*Aura alteration*[A], *co-opt concentration, mass cloud mind, mind switch* (telepath)[A]
7th—*Crisis of life* (telepath)[A], *insanity*[A], *personal mind blank, ultrablast*[A]
8th—*Mind seed* (telepath), *psionic mind blank*
9th—*Apopsi, microcosm*[A], *psychic chirurgery* (telepath), *true mind switch* (telepath), *urge extermination*[A]

by Scott Noel • illustrated by Julie Dillon

ELDRITCH WARRIORS

Many paths to magical power exist—faith in the divine, the study of arcane lore, and the awakening of mystic bloodlines, for example. Those who put as much energy into combat abilities as magical ones become eldritch warriors. The following variant class features turn fighters into eldritch warriors.

ARMORED SAVANT

You have a mystic connection to your armor.

Level: 1st.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 1st level.

Benefit: At 1st level, you show an inborn mastery for wearing bulky armors in such a way that they do not hinder you. You ignore the weight of your armor for the purpose of calculating encumbrance and your armor slows you as if it were one category lighter than it is (so medium armor does not slow you and heavy armor slows you as if it were medium armor). In addition, the maximum Dexterity bonus for any armor you wear improves by +1 and the arcane spell failure chance of any armor you wear is half normal. This is a supernatural ability.

BONDED ARMOR

You form a powerful ritual to tie a particular suit of armor to you.

Level: 8th.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 8th level.

Benefit: Starting at 8th level, you can form an eldritch bond with a specific suit of armor, providing you with greater protection. Bonding requires you to wear the same specific suit of heavy armor every day for at least 30 days (for at least 8 hours per day), followed by a 24-hour-long ritual involving 100 gp worth of incense and magical components. The act of bonding makes the armor a part of you, allowing you to don or remove it as a full-round action. In addition, as long as you are awake and can move freely, the armor grants you a +1 insight bonus to your Armor Class. While worn, this bonus increases by an additional +1 at 14th and 20th levels (to +2 and +3, respectively). This is a supernatural ability.

ELDRITCH GRACE

You can sense the subtle warping of reality caused by magic.

Level: 4th.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 4th level.

Benefit: Starting at 4th level, eldritch insight allows you to move with preternatural grace. You gain evasion against spells and magical effects as long as you are unencumbered or lightly encumbered. This is a supernatural ability.

ELDRITCH JUGGERNAUT

Heavy armor you wear protects you from more than just physical attacks.

Level: 18th.

Replaces: If you select this class feature, you do not gain the fighter bonus feat at 18th level.

Benefit: Beginning at 18th level, while wearing medium or heavy armor you gain spell resistance equal to 11 + your Hit Dice. This is a supernatural effect that does not stack with any other spell resistance you have.

FORTIFICATION

The armor you wear protects you in more ways than in just avoiding harm.

Level: 10th.

Replaces: If you select this class feature, you do not gain the fighter bonus feats at 10th, 14th, and 18th levels.

Benefit: Beginning at 10th level, when you wear heavy armor there is a 25% chance that any critical hit or sneak attack scored against you is negated and damage is instead rolled normally. The negation chance increases to 75% at 14th level and 100% at 18th level. This is a supernatural effect that does not stack with any other fortification you have.

WARRIOR OF AIR

You possess a link with the elemental power of air, allowing you to move with the freedom of wind and channel the destructive power of lightning.

Level: 2nd.

Replaces: If you select this class feature, you do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.

Benefit: You have a connection with the element of air, which grants you a variety of benefits.

At 2nd level, you gain electricity resistance 5. This increases to electricity resistance 10 at 12th level and electricity resistance 20 at 20th level.

Starting at 6th level, you gain the ability to cast *feather fall* as a spell-like ability three times per day. Caster level equals your fighter level. In addition, you deal electricity damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of electricity damage at 6th level, +2d6 electricity damage at 12th level, and +3d6 electricity damage at 20th level.

Starting at 12th level, you may cast *freedom of movement* as a spell-like ability once per day. Caster level equals your fighter level. At 20th level, you may cast *freedom of movement* three times per day instead.

WARRIOR OF EARTH

Your connection to the elemental power of earth grants you the erosive abilities of acid, the strength of stone, and the ability to shape the earth to your whim.

Level: 2nd.

Replaces: If you select this class feature, you do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.

Benefit: You have a connection with the element of earth, which grants you a variety of benefits.

At 2nd level, you gain acid resistance 5. This increases to acid resistance 10 at 12th level and acid resistance 20 at 20th level.

Starting at 6th level, you gain the ability to cast *magic stone* as a spell-like ability three times per day. Caster level equals half your fighter level. In addition, you deal acid damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of acid damage at 6th level, +2d6 acid damage at 12th level, and +3d6 acid damage at 20th level.

Starting at 12th level, you may cast *stone shape* as a spell-like ability three times per day. Caster level equals your fighter level. At 20th level, you may cast *stone shape* at will instead.

WARRIOR OF FIRE

Burning with the passion of elemental fire, you gain the destructive and intimidating power of flame.

Level: 2nd.

Replaces: If you select this class feature, you do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.

Benefit: You have a connection with the element of fire, which grants you a variety of benefits.

At 2nd level, you gain fire resistance 5. This increases to fire resistance 10 at 12th level and fire resistance 20 at 20th level.

Starting at 6th level, you gain the ability to cast *burning hands* as a spell-like ability three times per day. Caster level equals your fighter level. In addition, you deal fire damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of fire damage at 6th level, +2d6 fire damage at 12th level, and +3d6 fire damage at 20th level.

Starting at 12th level, you may cast *fire shield* (fire only) as a spell-like ability once per day. Caster level equals your fighter level. At 20th level, you may cast *fire shield* three times per day instead.

WARRIOR OF WATER

Your connection to the element of water grants you the ability to breathe as a fish and to control the chilling power of cold.

Level: 2nd.

Replaces: If you select this class feature, you do not gain the fighter bonus feats at 2nd, 6th, 12th, or 20th levels.

Benefit: You have a connection with the element of water, which grants you a variety of benefits.

At 2nd level, you gain cold resistance 5. This increases to cold resistance 10 at 12th level and cold resistance 20 at 20th level.

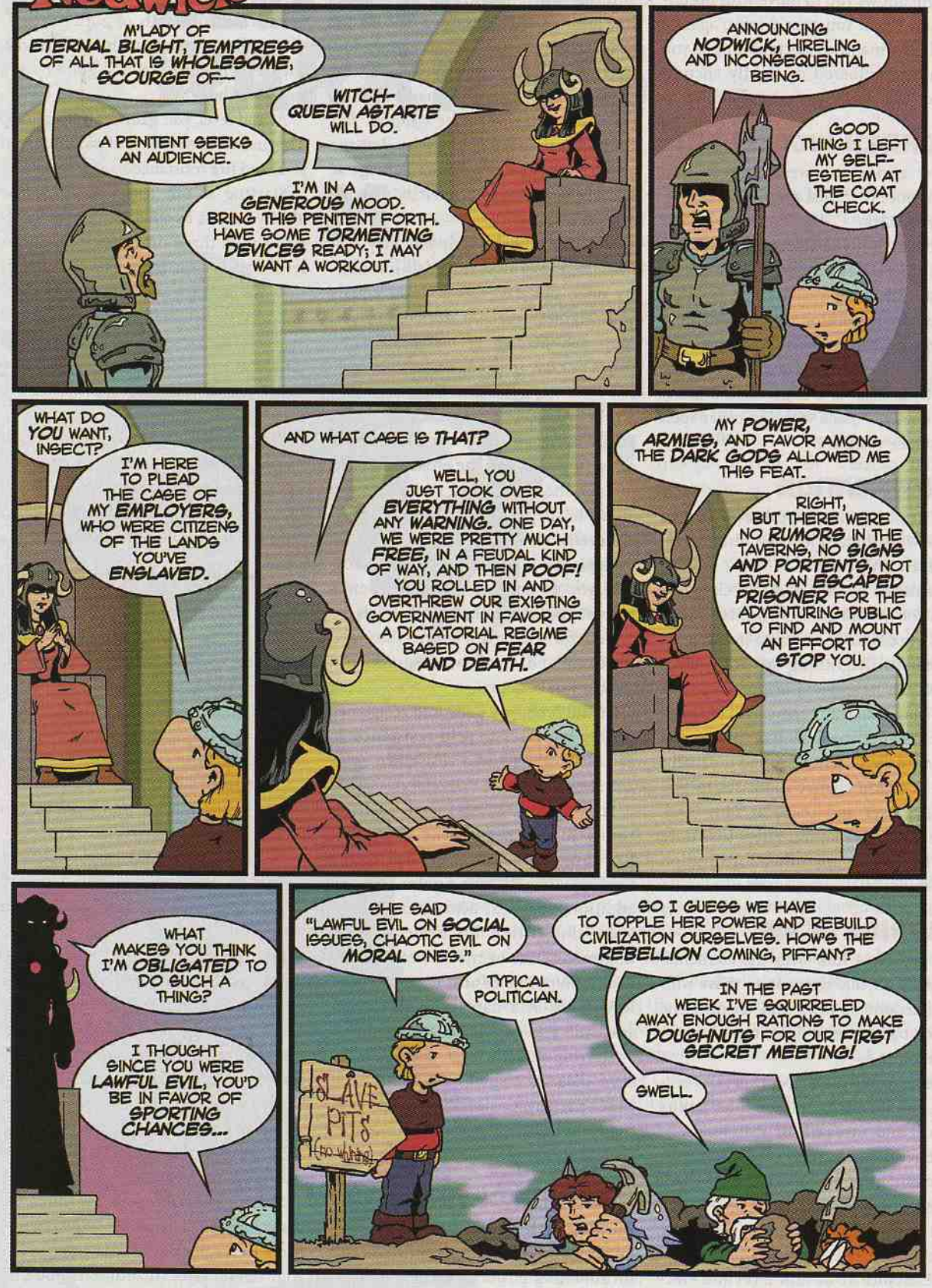
Starting at 6th level, you gain the ability to cast *obscuring mist* as a spell-like ability three times per day. Caster level equals your fighter level. In addition, you deal cold damage on a successful critical hit made with an unarmed strike or melee weapon. You deal +1d6 points of cold damage at 6th level, +2d6 cold damage at 12th level, and +3d6 cold damage at 20th level.

Starting at 12th level, you may cast *water breathing* as a spell-like ability three times per day. Caster level equals your fighter level. At 20th level, you may cast *water breathing* at will instead.

Nodwick

by Aaron Williams
www.nodwick.com

Having failed to conquer myself, I hope for an alliance.


M'LADY OF ETERNAL BLIGHT, TEMPTRESS OF ALL THAT IS WHOLESOME, SCOURGE OF—
A PENITENT SEEKS AN AUDIENCE.
WITCH-QUEEN ASTARTE WILL DO.
I'M IN A GENEROUS MOOD. BRING THIS PENITENT FORTH. HAVE SOME TORMENTING DEVICES READY; I MAY WANT A WORKOUT.
ANNOUNCING NODWICK, HIRELING AND INCONSEQUENTIAL BEING.
GOOD THING I LEFT MY SELF-ESTEEM AT THE COAT CHECK.
WHAT DO YOU WANT, INSECT?
I'M HERE TO PLEAD THE CASE OF MY EMPLOYERS, WHO WERE CITIZENS OF THE LANDS YOU'VE ENSLAVED.
AND WHAT CASE IS THAT?
WELL, YOU JUST TOOK OVER EVERYTHING WITHOUT ANY WARNING. ONE DAY, WE WERE PRETTY MUCH FREE, IN A FEUDAL KIND OF WAY, AND THEN POOF! YOU ROLLED IN AND OVERTHREW OUR EXISTING GOVERNMENT IN FAVOR OF A DICTATORIAL REGIME BASED ON FEAR AND DEATH.
MY POWER, ARMIES, AND FAVOR AMONG THE DARK GODS ALLOWED ME THIS FEAT.
RIGHT, BUT THERE WERE NO RUMORS IN THE TAVERNS, NO SIGNS AND PORTENTS, NOT EVEN AN ESCAPED PRISONER FOR THE ADVENTURING PUBLIC TO FIND AND MOUNT AN EFFORT TO STOP YOU.
WHAT MAKES YOU THINK I'M OBLIGATED TO DO SUCH A THING?
I THOUGHT SINCE YOU WERE LAWFUL EVIL, YOU'D BE IN FAVOR OF SPORTING CHANCES...
SHE SAID "LAWFUL EVIL ON SOCIAL ISSUES, CHAOTIC EVIL ON MORAL ONES."
TYPICAL POLITICIAN.
SLAVE PITS
SO I GUESS WE HAVE TO TOPPLE HER POWER AND REBUILD CIVILIZATION OURSELVES. HOW'S THE REBELLION COMING, PIFFANY?
IN THE PAST WEEK I'VE SQUIRRELED AWAY ENOUGH RATIONS TO MAKE DOUGHNUTS FOR OUR FIRST SECRET MEETING!
SWELL.

DORK TOWER®
BY JOHN KOVALIC
SHHHH! FURTHER UP THE CORRIDOR!
WHAT?
LOOK!
FORTY-FIVE. FORTY-SIX. FORTY-SEVEN. FORTY-EIGHT...
NINETY-FOUR. NINETY-FIVE. NINETY-SIX. NINETY-SEVEN...
FORTY-NINE. FIFTY. FIFTY-ONE. FIFTY-TWO. FIFTY-THREE. FIFTY-FOUR...
NINETY-EIGHT. NINETY-NINE. ONE HUNDRED. ONE HUNDRED AND ONE...
CLEAVE
WHAT DID YOU DO THAT FOR? THEY WEREN'T HURTING ANYTHING! THEY WERE JUST TINY, INDETERMINATE MONSTERS, RECITING INCREASING SEQUENCES OF CONSECUTIVE NUMBERS!
WELL, YOU KNOW HOW IT IS WITH ME AND EXPERIENCE POINTS.
IT'S ALWAYS THE LITTLE THINGS THAT COUNT...
KOVALIC

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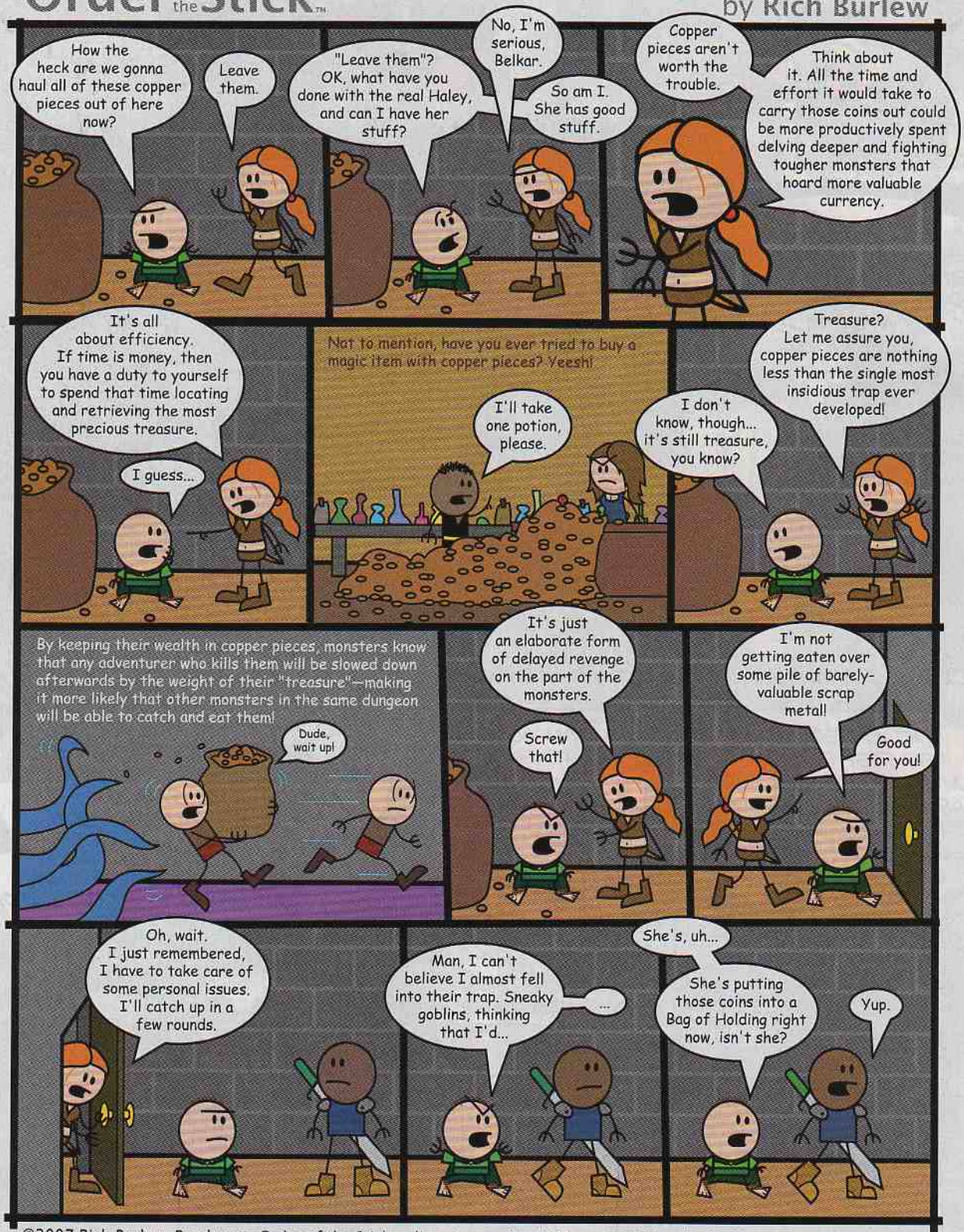
MYSPACE: WWW.MYSPACE.COM/MUSKRAT_JOHN

The Order of the Stick™

by Rich Burlew


How the heck are we gonna haul all of these copper pieces out of here now?
Leave them.
"Leave them"? OK, what have you done with the real Haley, and can I have her stuff?
No, I'm serious, Belkar.
So am I. She has good stuff.
Copper pieces aren't worth the trouble.
Think about it. All the time and effort it would take to carry those coins out could be more productively spent delving deeper and fighting tougher monsters that hoard more valuable currency.
It's all about efficiency. If time is money, then you have a duty to yourself to spend that time locating and retrieving the most precious treasure.
I guess...
Not to mention, have you ever tried to buy a magic item with copper pieces? Yeesh!
I'll take one potion, please.
I don't know, though... it's still treasure, you know?
Treasure? Let me assure you, copper pieces are nothing less than the single most insidious trap ever developed!
By keeping their wealth in copper pieces, monsters know that any adventurer who kills them will be slowed down afterwards by the weight of their "treasure"—making it more likely that other monsters in the same dungeon will be able to catch and eat them!
Dude, wait up!
It's just an elaborate form of delayed revenge on the part of the monsters.
Screw that!
I'm not getting eaten over some pile of barely-valuable scrap metal!
Good for you!
Oh, wait. I just remembered, I have to take care of some personal issues. I'll catch up in a few rounds.
Man, I can't believe I almost fell into their trap. Sneaky goblins, thinking that I'd...
...
She's, uh...
She's putting those coins into a Bag of Holding right now, isn't she?
Yup.

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